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GO WORLD

SUMMER 1982
NO.28





Cho takes the lead for the first time in the Honinbo title match by winning the 5th game.

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The cover: Puppet-handler with female puppet on a go board. This is a copy of a rare and fine surimono print designed by Hokusai and privately issued in 1820 for members of a poetry club. This copy was published by Tsumura Isakichi in the early 1890's. *Collection of Mr. Hara Hidenori.*

Go World is published by The Ishi Press, Inc.	Yearly subscription rate: ¥4,000 (4 issues by seaimail)
Address subscriptions to: The Ishi Press, Inc.	Price per single issue: ¥1,000
CPO BOX 2126, Tokyo, Japan	Airmail rate: ¥6,000 per year. ¥1,500 per single issue
Editor: John Power	(Discounts are available for bulk orders)
Price for back issues 1 — 24: ¥835@. A set of six issues: ¥4,320. Complete set (1 — 24): ¥15,000	

Note: Japanese, Chinese and Korean names are given with the family name first.

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Go World News



Cho Chikun about to make his acceptance speech at the award ceremony for the 20th Judan Title (April 30). Cho became the first player to hold the Meijin, Honinbo and Judan title simultaneously (the Judan was the only title to elude Sakata in 1964, when he won six of the top seven titles). Cho followed up this triumph by defending his Honinbo title against Kobayashi Koichi. When will we see the Cho-Shuko confrontation?

Cho Chikun Defends Honinbo Title 4-2

The redoubtable Cho Chikun is going from strength to strength and is now the undisputed monarch of Japanese go. Following his acquisition of the Judan title in April, Cho has scored a further triumph by rebuffing Kobayashi Koichi's challenge for the Honinbo title with four wins to two losses. Kobayashi was expected to be a tough opponent for Cho, in view of his very favourable record against him in the past, but when it came to a seven-game title match Cho proved to be the more tenacious player. Kobayashi did in fact make a very good start, taking a 2-1 lead, but Cho recovered brilliantly, winning three games straight to defend his title. This result must have been a bitter disappointment for Kobayashi, who feels an intense rivalry with Cho. A player of Kobayashi's talent deserves to win one of the major titles, but there is no knowing when he will get another chance like this. The results:

Game 1 (May 26, 27). Kobayashi (W) won by resig.
Game 2 (June 3, 4). Cho (W) won by 3½ points.
Game 3 (June 16, 17). Kobayashi (W) won by 4½ points.

Game 4 (June 30, July 1). Cho (W) won by 11½ points.

Game 5 (July 8, 9). Cho (B) won by 4½ points.

Game 6 (July 21, 22). Cho (W) won by resig.

Otake Wins First Game in Gosei Title Match

In-between the Honinbo games, Cho and Kobayashi Koichi also met in the playoff to decide the Gosei challenger. The result was yet another victory for Cho Chikun. He defeated Kobayashi 2-0, the games being played on May 31 and June 10. However, Cho has made a bad start to the title match with Otake, losing the first game on July 14. The game lasted only 102 moves: in a strange parallel to the Judan title match earlier this year, Cho made an oversight in a favourable position. Otake must be hoping that the rest of the series does not follow the same pattern as the Judan, for Cho followed up by winning the next three games.

Otake Leads Meijin League

With one round to go, Otake is the favourite to become the challenger to Cho Meijin. Otake leads the league on 6-1, and his closest pursuer is Rin, on 5-2. If Otake loses his final round game against Takemiya and Rin wins his against Kobayashi Koichi, there will be a playoff. Otake lost the Meijin title to Cho in 1980 (the score was 4-1, plus one 'no result') and also lost the Judan title to Cho this year, so he will have some scores to settle if he becomes the challenger. Readers may wonder what happened to Kobayashi, who was reported as being the leader in our last issue. The pressure of playing too many important games concurrently (the Honinbo title match and the Gosei playoff) seems to have told on Kobayashi, for he went into a slump and lost to Sakata and Honda in the league. His place in the league is safe, but that is about all. The most nervous player in the league is probably Hane. He has performed very well to score 4-4, but he will only keep his place if Kato or Takemiya loses his final game.

7th Kisei Tournament, Stages One & Two

Stage One of this tournament has now been completed. The remaining dan champions are:

7th Meijin League (as of 6th May, 1982)

Rank	Name	K	O	R	T	K	Sa	Sh	Ho	Ha	Score
1	Kato	—	1	1	0	0	0	1		0	3 — 4
2	Otake	0	—	1		1	1	1	1	1	6 — 1
3	Rin	0	0	—	1		1	1	1	1	5 — 2
4	Takemiya	1		0	—	0	1	0	1	0	3 — 4
5	Kobayashi	1	0		1	—	0	1	0	1	4 — 3
6	Sakata	1	0	0	0	1	—	1		1	4 — 3
7	Shimamura	0	0	0	1	0	0	—	0	0	1 — 7
7	Honda		0	0	0	1		1	—	0	2 — 4
7	Hane	1	0	0	1	0	0	1	1	—	4 — 4

Note: the players are ranked according to their results in the previous league.

7-dan: Sato Masaharu (now 8-dan); 2nd: Fukui Masaaki

8-dan: Hane Yasumasa (now 9-dan); 2nd: Ishida Akira

9-dan: Ushinohama Satsuo (Kansai Ki-in); 2nd: Ishida Yoshio; 3rd: Hashimoto Shoji, Ishii Kunio

There have been some changes made in the Kisei system this year. The 1st and 2nd place-getters in the 9-dan section are seeded directly into the Third Stage. The vacant places in the Second Stage are allotted to the loser of the previous year's Third Stage playoff (Kobayashi Koichi) and the 5th place-getter in the 9-dan section. To determine the latter, a playoff was held among the losing quarter-finalists and this was won by Magari Reiki.

The Second Stage has progressed to the quarter-finals. The results: Hidaka beat Tei Meiki, then lost to Ishikura, who lost to Imamura, who beat Kanda, then lost to O Rissei, who beat Fukui. O thus earned a quarter-final place, but he lost to Magari. Kobayashi Koichi beat Ishida Akira in the other quarter-final played so far.

1982 China-Japan Go Exchange

A strong team of Chinese professional players, led by Nieh Wei-p'ing, made a spectacularly successful tour of Japan in June this year. The team won six out of seven matches, scoring a total of 43 wins to 13 losses, by far the best performance yet by the Chinese. The remaining match was a draw. Before long, the day will come when the Japanese will have to take the plunge and match their title-holders against these touring teams.

Only one current title-holder, Kato, played in this series (he handed Nieh his only loss).

In our next issue, we will present a detailed report, together with some of the more interesting games.

Oteai Promotions

The following players have earned promotion in the spring session of the oteai:

To 8-dan: Miwa Yoshiro, Sato Masaharu

To 7-dan: Kobayashi Satoru, Kamimura Haruo, Inoue Kunio

To 4-dan: Yoda Norimoto

1982 Quebec Open Championship

This six-round MacMahon tournament was held in Montreal on May 22 and 23. Paul Dumais was the tournament director, and Jean-Luc Reiher did most of the preparation work. Forty-two players attended from Montreal, Chicoutimi, Ottawa, Toronto, and New York. It was especially nice to see a large turnout from Ottawa.

The top section included eight players between 2-dan and 5-dan; five of them obtained four victories and tied for the first place. This unprecedented tie was resolved by the MacMahon tie-breaking system, giving the final result below:

1982 Quebec Open Champion: Harry Gonshor 5-dan (New York)

Overall 2nd & best Quebec resident: Yuzo Ota 5-dan (Montreal)

Equal 3rd/4th: Louis Leroux 5-dan (Montreal), Andre Labelle 3-dan (Montreal)

5th: Larry Watanabe 2-dan (Ottawa)

The multiple tie was chiefly due to the outstanding performance of Larry Watanabe, who won against two 5-dans and should certainly be promoted. All the above players received trophies. Further trophies for outstanding play were awarded to:

Tibor Bognar 1-dan (Montreal): best shodan

Georges Beck 2-kyu (Montreal): best 1/2-kyu

Philip Webb 3-kyu (Toronto): a formidable five wins

Gilles St-Louis 9-kyu (Montreal): best middle kyu

Andre Lamouche 20-kyu (Montreal): best beginner

The annual general meeting of the AQJG (Quebec Go Association) was held on May 22. A new executive was elected as follows:

Jean-Luc Reiher, President

Tibor Bognar, Vice-president, external affairs

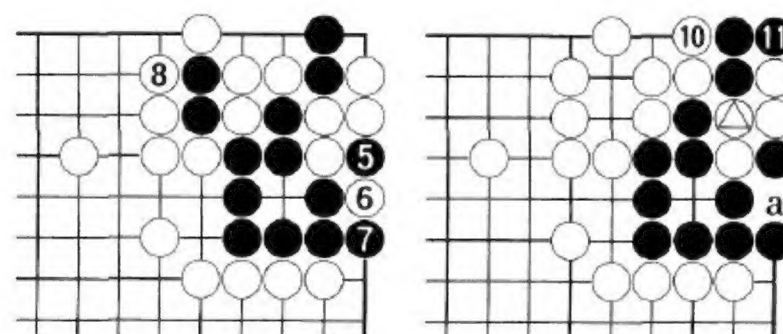
Paul Dumais, Secretary

Claude Tremblay, Treasurer

Jean-Paul Ouellet, Registrar

Correction

A perceptive reader has pointed out an oversight in the solution given to Problem 3 in the 1-kyu section in 'Test Your Rating' in GW26. Instead of 5 in Dia. 2 (page 36, GW26), Black can play at 5 in Dia. 1 below. White must play at 6, so Black gets a ko with 7 and 9. Next —



Dia. 1
9: at 5

Dia. 2

Dia. 2. If White 10, Black takes at 11. White can capture by playing at $\triangle$, but he cannot destroy the eye at 'a'.

Our thanks to Tom Trilling of Los Angeles for filling in the gaps in our analysis.

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Compiled, edited and translated by John Power

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Shusaku (1829 – 62), ‘the invincible’, was the outstanding player in an age of go geniuses. In the annual castle games (O-shiro-go), participation in which was severely restricted to the top players of the day, thus making it the highest honour open to a go player, Shusaku set an unprecedented record of nineteen straight wins over a period of thirteen years, a feat without parallel in the two hundred and fifty year history of the castle games. He was also victorious in every important match he played and, in what was the golden age of go, he firmly established his preeminence. His tragic death at the age of thirty-three was an enormous blow to the go world.

Shusaku also made great contributions to the development of go theory. His famous ‘Shusaku style’ fuseki pattern laid the foundations of modern fuseki theory and is still popular today. In Japan his games are considered exemplary and are required study for all serious students of go. In fact, the first task invariably assigned to would-be professionals or insei is to go through his complete games. Go Seigen is one example of a famous player who studied Shusaku thoroughly in his formative period.

This book gives a unique and detailed insight into the world of nineteenth century Japanese go. Apart from the castle games mentioned above, highlights include:

Shusaku’s precocious triumph over Gennan Inseki, the arch-enemy of the Honinbo house. Their series produced the most famous move in go history, ‘the ear-reddening move of Shusaku’.

All the games from the famous twenty-three game series in which Shusaku finally defeated his main rival, Ota Yuzo.

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6th Kisei Tournament

Somehow Fujisawa Shuko did it again, pulling off yet another triumph in the Kisei title. This time he came perilously close to being dethroned, but through sheer tenacity and never-say-die fighting spirit he managed to fend off the challenger, Rin Kaiho, and upset his lead in the title match. Shuko has now held the Kisei title for six successive terms, a remarkable achievement for a player of his age (56). His record in the Kisei tournament may never be broken and he is now within shooting distance of some other records — Sakata's seven successive terms and, the all-time high, Takagawa's nine successive terms (both in the Honinbo tournament). Shuko's go this year was not up to his usual high level and it is only thanks to a little bit of luck that he is still Kisei, but as long as he remains at the peak of the go world Japanese go fans are assured of some fireworks at the beginning of each tournament year.

Before looking at the title clash between Shuko and Rin, we shall present our customary review of all the stages of this mammoth tournament.

Stage One

Listed below are the winners of the individual dan sections. Other players listed also gain a place in the second stage of the tournament.

1-dan: Yoda Norimoto
2-dan: Seki Kazuya
3-dan: O Meien
4-dan: Ko Mosei
5-dan: Kataoka Satoshi

6-dan: Yamashiro Hiroshi
7-dan: Hasegawa Sunao; 2nd: Awaji Shuzo
8-dan: Ishida Akira; 2nd: Ishigure Ikuro
9-dan: Shiraishi Yutaka; 2nd: Rin Kaiho;
3rd: Tono Hiroaki, Kobayashi Koichi

9-dan Final

White: Rin Kaiho

Black: Shiraishi Yutaka (Kansai Ki-in)

Komi: 5½; time: 6 hours each

Played on 18 June 1981 at the Nihon Ki-in

Commentary by Go Seigen

Figure 1 (1 – 50)

White 26, 'sky-diving' into Black's moyo, is the highlight of the fuseki. This is the junction point for reducing Black's moyo and expanding White's. Shiraishi was very impressed. 'Just the kind of move you'd expect from a top class player like Rin,' he commented after the game.

White 32 is too heavy and jars with the light move at 26. Go Seigen recommended peeping at 1 in Dia. 1 and gave the continuation to 15. White 7 and 9 are a good sabaki combination. White 32 helps Black to strengthen his centre position (25 and 27).

White 42. White could hang on to his four stones with a diagonal connection at 44 (Black 42 and White 'a' would follow).

The result to 48 is unsatisfactory for White, for his loss at the bottom is too great. White 32 is to blame.

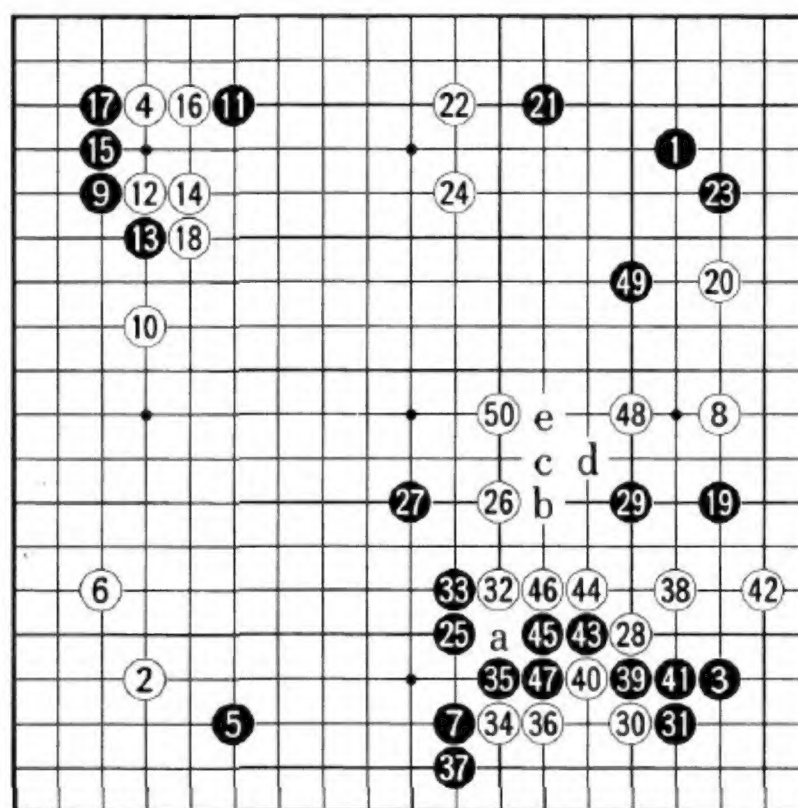
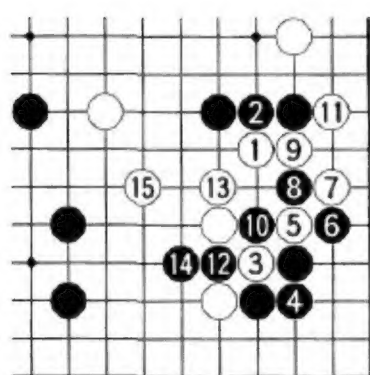


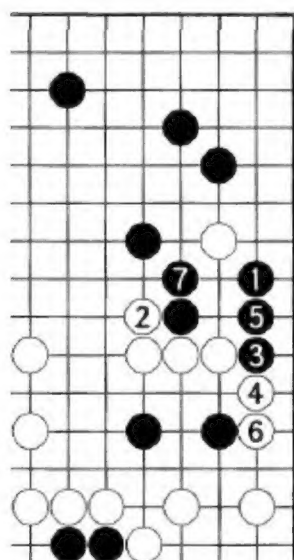
Figure 1 (1 – 50)

Black 49 is too mild: Black should lead out his two stones, beginning with Black 'b', White 'c', Black 'd'. If Black could extricate this group, the game would be over.

White 50. White 'e' would be better aji, but 50, building more towards the centre, is more positive.



Dia. 1



Dia. 2

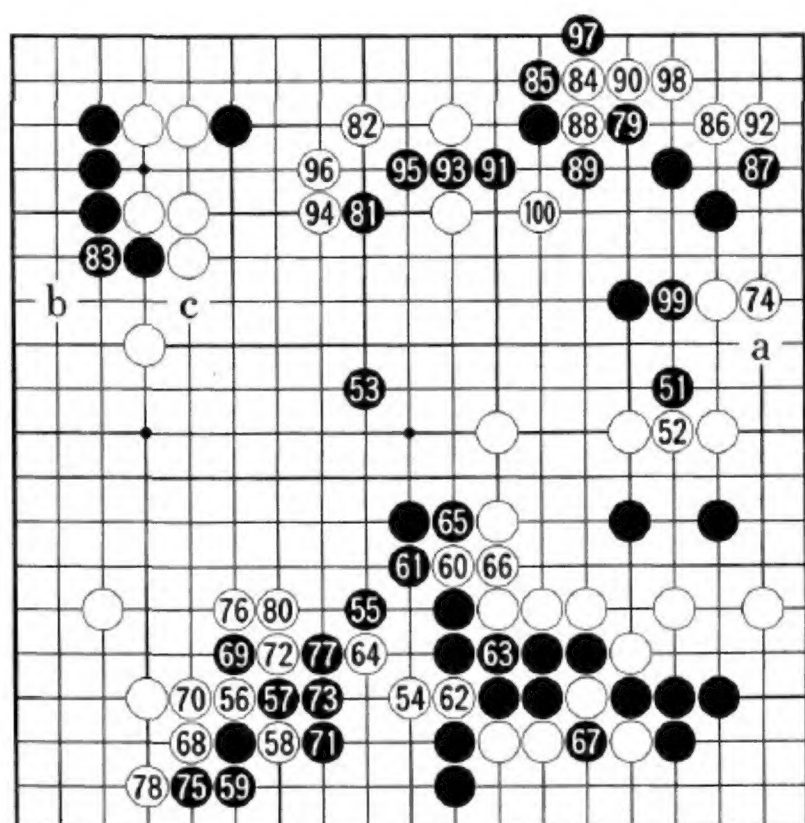


Figure 2 (51 - 100)

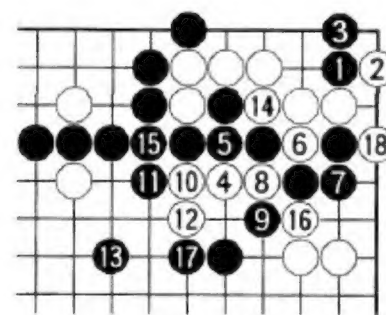
Figure 2 (51 - 100)

Black 53 is contradictory: Black should not play 51 if he is not going to continue with 'a'. Shiraishi originally intended to play 'a', but he changed his mind during the dinner break, which came after 52. He started to become worried about White's moyo potential at the top, so he switched to 53. If Black does play 53 at 'a' —

Dia. 2. The continuation to 7 is probable. More important than capturing the white stone is the fact that this sequence strengthens the top right corner and removes the possibility of an invasion by White at the 3-3 point.

Black 55 is also bad: Black 60, with its threat of pushing through at 66, would keep sente. In the sequence to 74 White upsets Black's lead.

White 80 is too small: the sequence White 'b' — Black 83 — White 'c' is superior.



Dia. 3

White 84. White lives in the corner, but Black reduces the top area and builds central thickness. White loses points in this exchange and once again the lead changes.

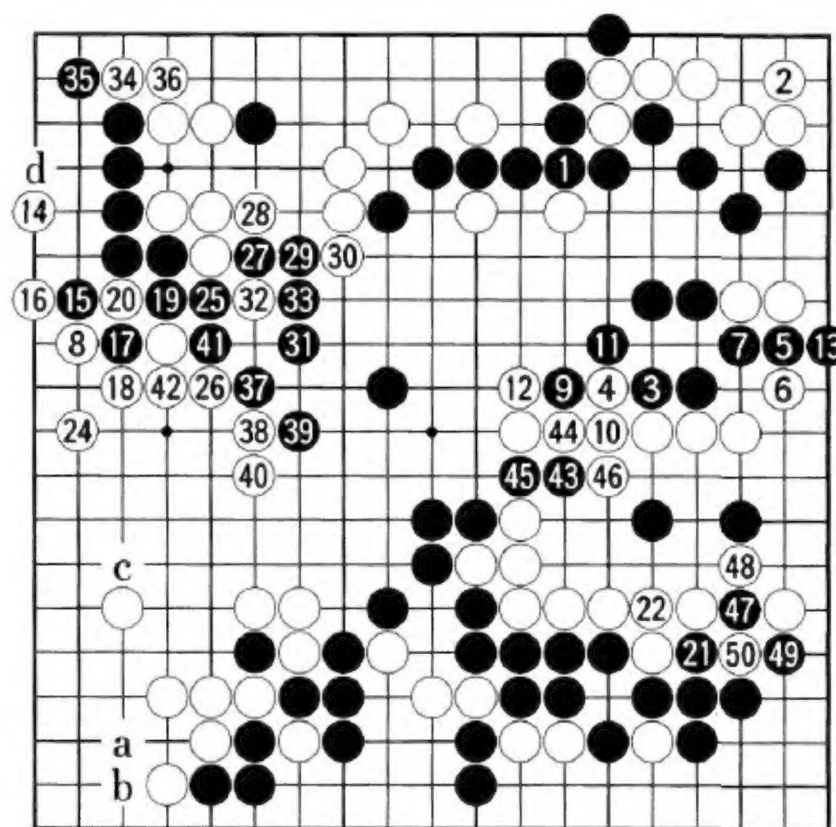


Figure 3 (101 - 150)
23: ko

Black 99 forces White to defend at 2 in Figure 3. If Black tries to kill the corner without playing 99 first, he fails.

Dia. 3. White is able to link up by sacrificing four stones; since White captures the two black stones in the corner, Black gains nothing.

Figure 3 (101 - 150)

Black 13. Shiraishi commented that perhaps he should have played more aggressively, attacking with Black 'a', White 'b', Black 'c'.

Black 15. Fighting the ko is bad: Black 'd' would be good enough. Black again falls behind.

The result to 40 gives Rin a definite lead. Usually Shiraishi would resign in a position like this (he is known as one of the 'artistic' resigners, like Otake and Ishigure), but because this was the final he decided to fight on, just to show, as he put it, that he could be tenacious too.

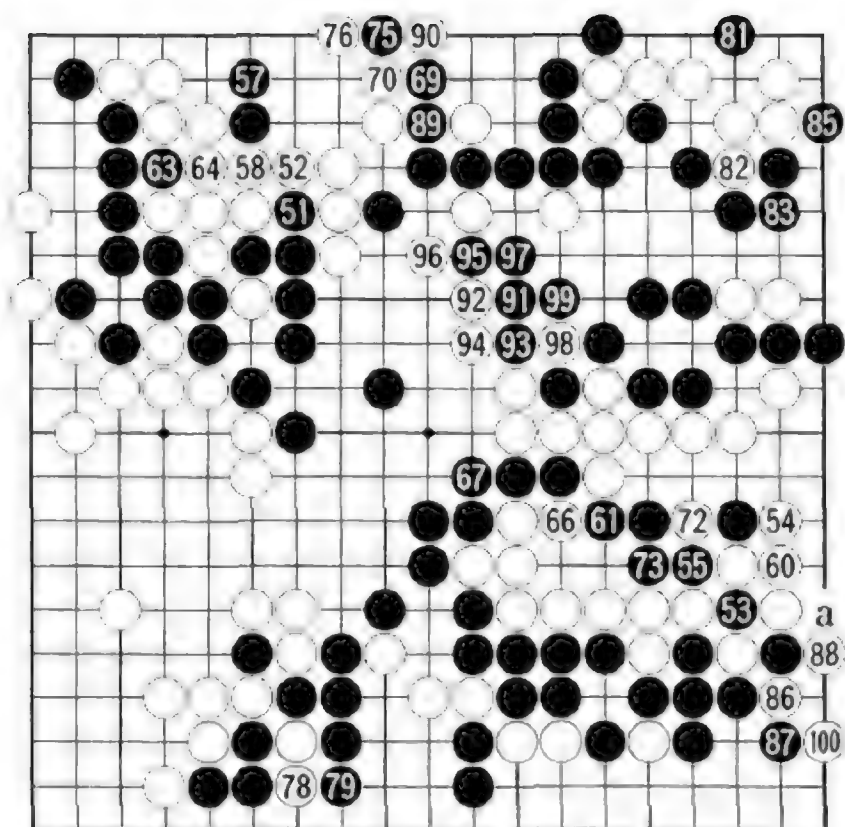


Figure 4 (151 - 200)

Ko: 56, 59, 62, 65, 68, 71, 74, 77, 80;
84: connects (at 53)

Figure 4 (151 - 200)

White 54 is the losing move: White would win (by $1\frac{1}{2}$ points, says Go Seigen) if he played White 55, Black 60, White 54, Black 'a', White 72. Rin apparently misread the semeai.

White 84. White has no more ko threats, so he has to give up his corner group. The lead is reversed for the fourth and last time.

Figure 5 (201 - 249)

Black wins by $7\frac{1}{2}$ points.

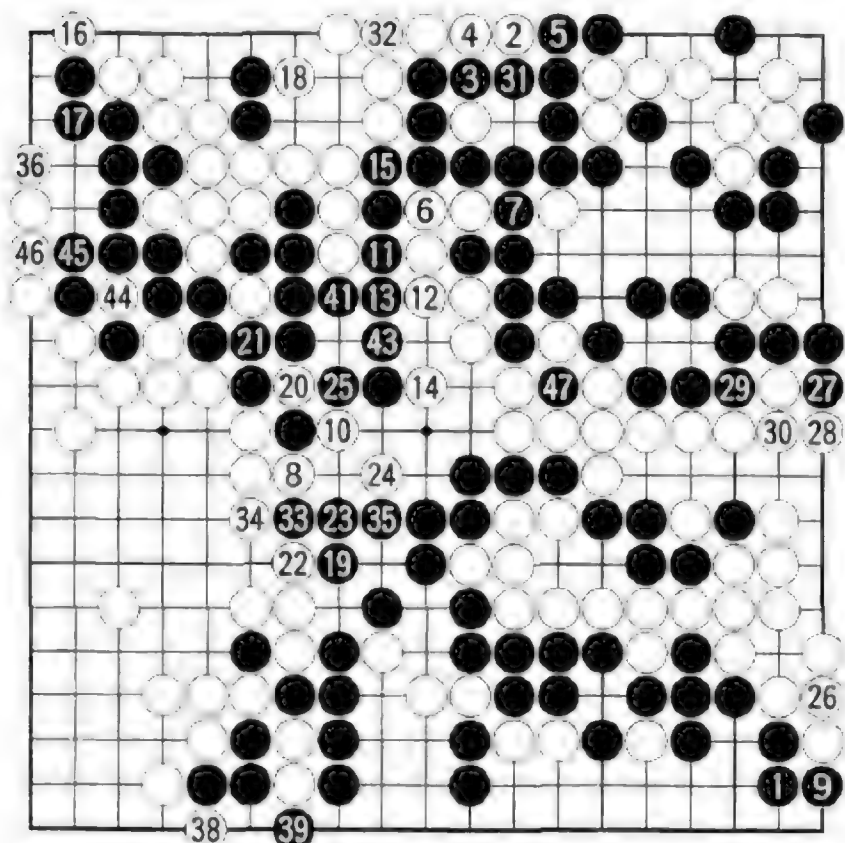


Figure 5 (201 - 249)

37: ko (below 20); 40: ko (at 20); 42: connects;
48: connects (below 44); 49: connects (above 47)

This game finished at 12.26 a.m., but Shiraishi and Rin spent most of the night going over it. It was almost five o'clock by the time they called it quits. This was a precious win both for Shiraishi and for the Kansai Ki-in. It was Shiraishi's second win in the 9-dan section (his previous win was in the 1st Kisei) and it was the first time, in six encounters, that he had beaten Rin. Since the 7-dan winner, Hasegawa, is also from the Kansai Ki-in, this meant that it won two of the dan championships, another first.

Overall, it was a reasonable year for the Kansai Ki-in: in individual encounters with Nihon Ki-in players its members scored 46 wins to 62 losses, a fair result considering the smaller size of the Kansai Ki-in.

Stage Two

In the second stage the seven players from the 7-dan winner up are seeded in the quarter-finals, and the others play a kind of knockout series for the eighth quarter-final place. The results were as follows:

Yoda lost to Seki, who lost to O, who beat Ko but then lost to Kataoka, who lost to Yamashiro, who lost to Awaji.

Quarter-finals. Awaji beat Rin, Kobayashi b. Ishida Akira, Hasegawa b. Tono, Ishigure b. Shiraishi.

Semifinals. Kobayashi b. Awaji, Ishigure b. Hasegawa.

Final. Kobayashi b. Ishigure.

Stage Two Final

White: Kobayashi Koichi 9-dan

Black: Ishigure Ikuro 8-dan

Played on 3 September 1981 at the Nihon Ki-in

Commentary by Kato Masao

Figure 1 (1 - 50)

Black 27. Capturing 18 is more usual, but Black does not want to let White cut at 27.

Black 31 is a superb point; Black is happy with the result to 35. Note that playing 32 at 'a' would be passive.

Black 43 is severe. White 48 in response is Kobayashi-style: it gives up a stone in order to build central influence.

Figure 2 (51 - 108)

Black 57 - 59. A nice combination. If White

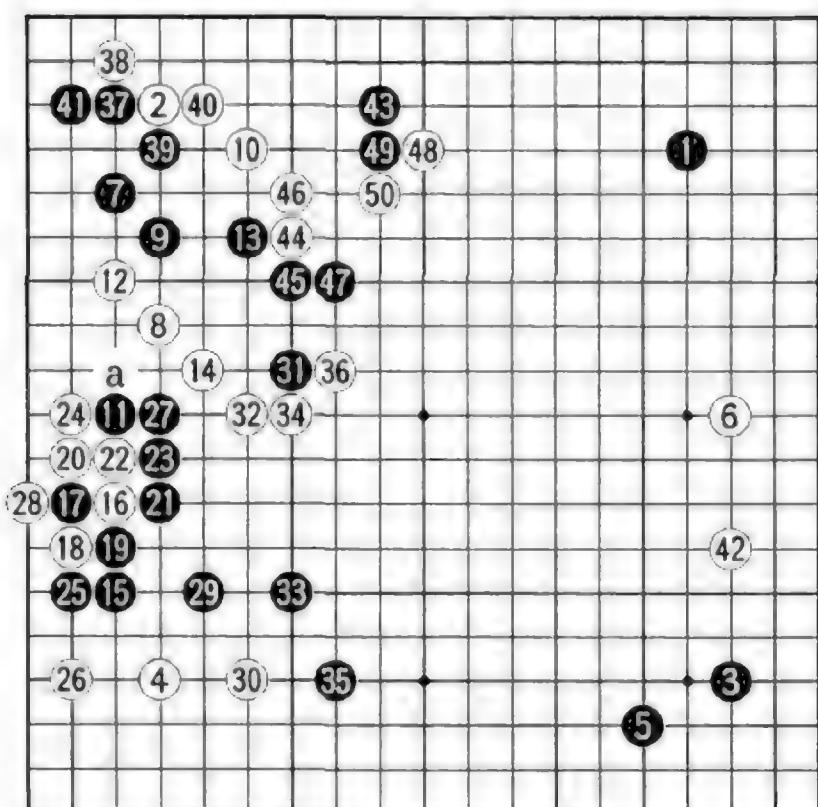


Figure 1 (1 – 50)

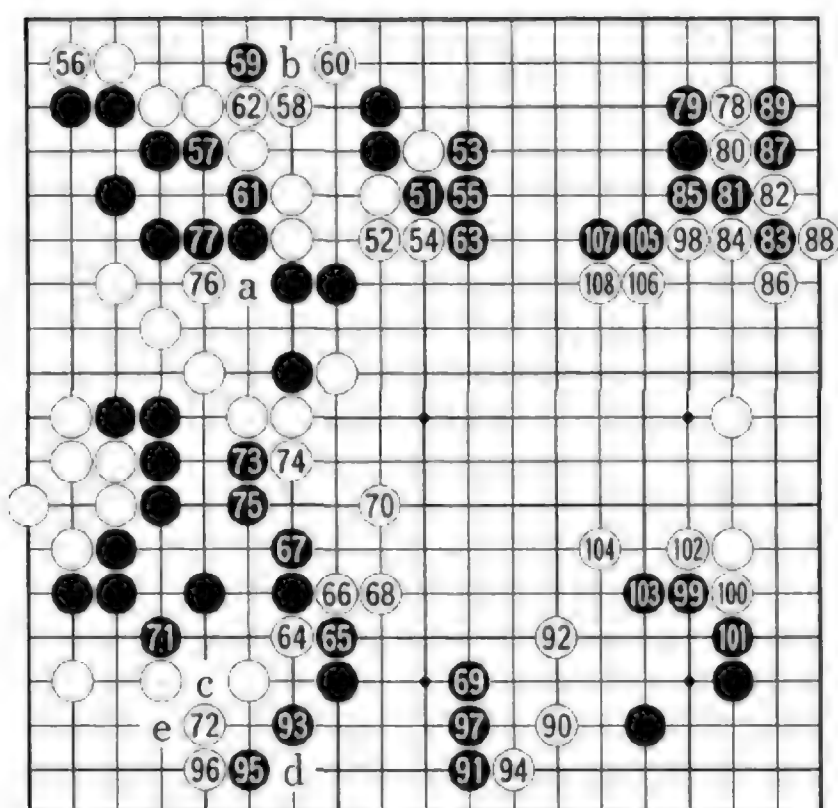


Figure 2 (51 – 108)

plays 60 at 62, Black will connect at 'a' and aim at 'b' later. Taking gote with 60 and 62 is painful but preferable.

Black 63 is the losing move. The aim of 63 is to strengthen the top and to lessen the value of a cut by White at 'a'. However, White's cut with 64 and 66 is very severe. Ishigure (and most of the professionals following this game) overlooked this cut because it is bad style. 'Good style' here is the tsukekoshi at 65, but that doesn't work as Black gets a ladder. Kobayashi had been aiming at cutting ever since he built central thickness with 32 to 36. If Ishigure had used 63 to defend against the cut, for example, with Black 72 — White 'c' — Black 'd' — White 'e' — Black 68, then



Ishigure Ikuro

Born on 7 December 1942 in Gifu City. Entered the Kitani school in 1955 and became shodan in 1960. Promoted to 8-dan in 1974. Played in the 24th Honinbo league (1968). Took 1st place in the top section of the oteai in 1974. Co-author of 'In the Beginning'. Wife Makiko is professional 2-dan.

the game would have been favourable for him.

The sequence to 75, with White sealing Black in and forcing him to live on a small scale, gives White the lead.

Ishigure's early resignation at 108 was surprising. Kato's assessment was that the game was close on the board. Most players would struggle on, hoping for a slip by the opponent, but Ishigure is a purist. Choosing the right time to resign is part of the discipline of the game for him.

Black resigns after White 108.

Stage Three Tournament to Decide the Top Player

The following players participated in the third stage:

Seeded players

Cho Chikun: Meijin
Takemiya Masaki: seeded when still Honinbo
Kato Masao: Tengen
Otake Hideo: 5th Kisei challenger

Recommended players

Ishigure, Kobayashi, Hasegawa, Awaji, Rin, Shiraishi: selected on basis of performance in the first two stages of the Kisei tournament.

The results

Preliminary Round. Rin beat Shiraishi, Kobayashi b. Ishigure.

Quarter-finals. Rin b. Hasegawa, Awaji b. Otake, Takemiya b. Kato, Kobayashi b. Cho.

Semifinals. Rin b. Awaji, Kobayashi b. Takemiya.

Final. Rin beat Kobayashi 2–0.

Stage Three Final, Game One

White: Kobayashi Koichi 9-dan

Black: Rin Kaiho 9-dan

Played on 12 November 1981 at the Nihon Ki-in

Commentary by Go Seigen

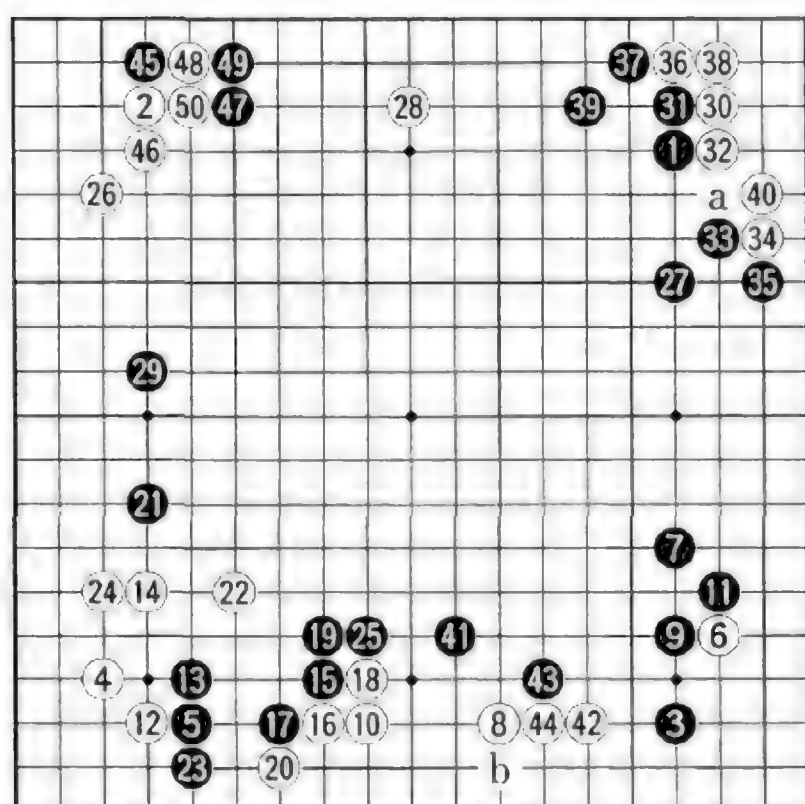
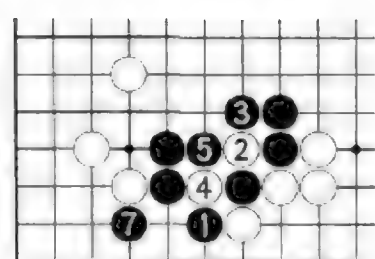
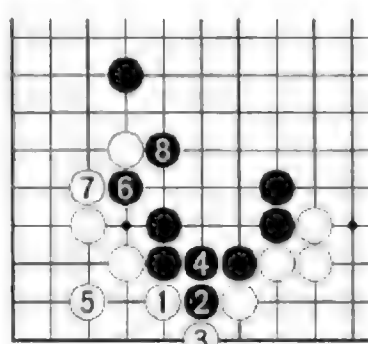


Figure 1 (1 – 50)



Dia. 1

6: connects



Dia. 2

Figure 1 (1 – 50)

Black 21. Kobayashi expected Rin to follow Dia. 1, but this result is good for White.

White 22. White 1 in Dia. 2 is not interesting.

Black 35 leaves Black with a defect in his shape, but Black 'a' would lose sente.

White 42 defends against Black 'b'.

Figure 2 (51 – 100)

White 62 should be at 63. Black's peep at 63 works very well, preventing White from getting eye-shape and alleviating the threat of White 73. Black next makes good shape with 67, and White's attack with 68 is not effective.

Black 83. Black completes an excellent framework on the side. Already he seems to have the game sewn up.

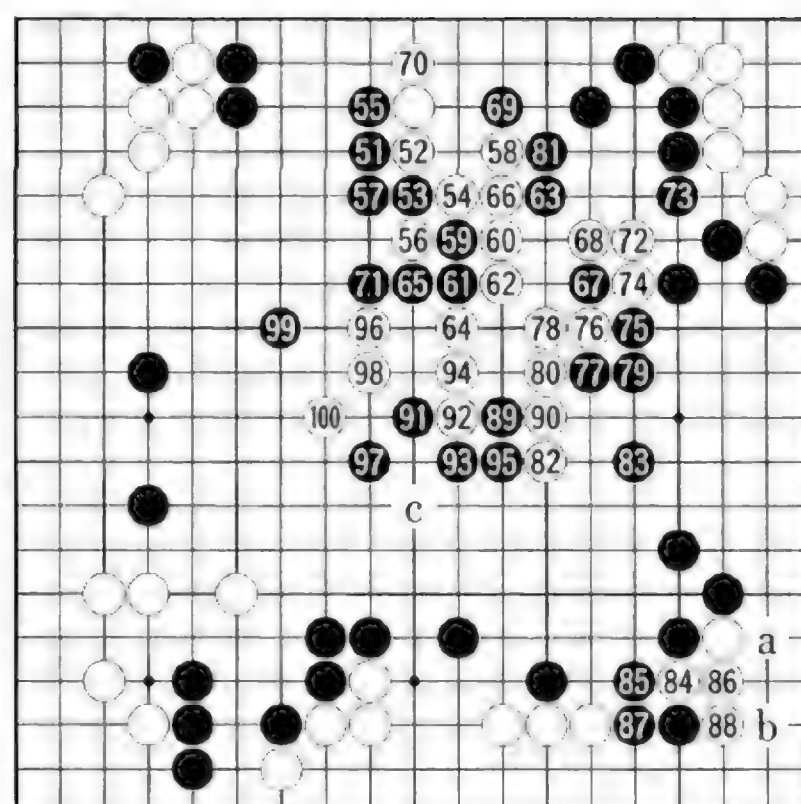


Figure 2 (51 – 100)

Black 85. Black chooses to build thickness as preparation for attacking the centre white group. The alternative to 85 is to take the corner territory with Black 86, White 85, Black 'a', White 88, Black 'b'. White would then defend at 'c' in the centre.

Figure 3 (101 – 150)

White 4. White could get another eye in the centre with White 11, Black 10, White 32, Black 19, White 30, after which 'a' and 'b' would be miai for a second eye, but living with the minimum eye-shape would not be satisfactory.

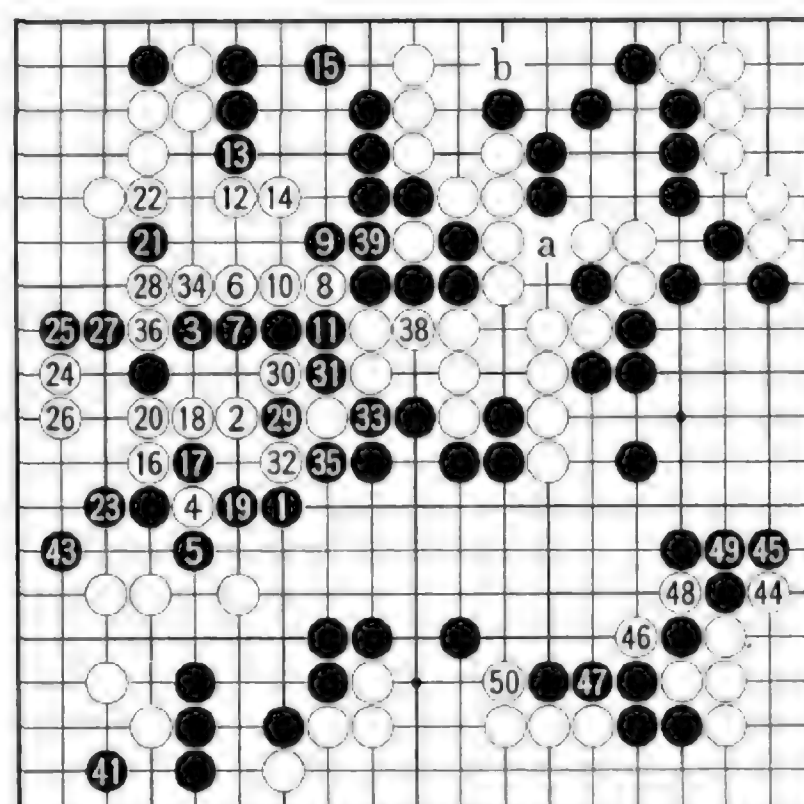


Figure 3 (101 – 150)

37: ko (at 29); 40: ko (right of 29); 42: connects (at 29)

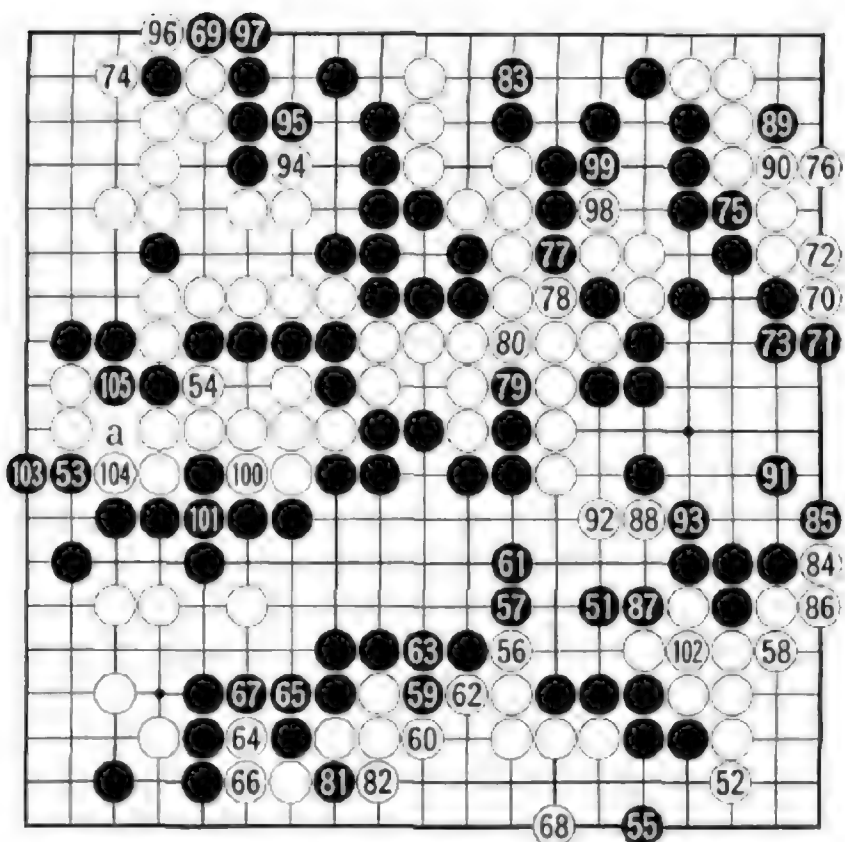


Figure 4 (151 - 205)

Black 43. The result of this furikawari is slightly favourable for Black. Apparently White could have got a more favourable ko by playing 34 at 35.

Figure 4 (151 - 205)

White 104 is a blunder (it should be at 'a'), but White is a little behind anyway. With 105 the captured black stones come back to life.

White resigns after Black 205.

Game Two

White: Rin Kaiho

Black: Kobayashi Koichi

Played on 19 November 1981 at the Nihon Ki-in.

Commentary by Otake Hideo

Figure 1 (1 - 50)

White 2, 4. A strategy devised by Rin to prevent Kobayashi from playing his favourite fuseki strategy (see the Tengen games in GW27). Kobayashi counters with Black 5, which is one of Rin's favourite moves (more usual is the low move at 6).

White 24. A strong move which shows that White is concerned with counteracting Black's influence at the top.

Black 33 defends against the cut shown in Dia. 1.

Black 39 is aggressive; White has to answer at 40 because he wants to force with 42.

White 44. A good move, making miai of 47 and 48. Black cannot give up his stone at 39, but

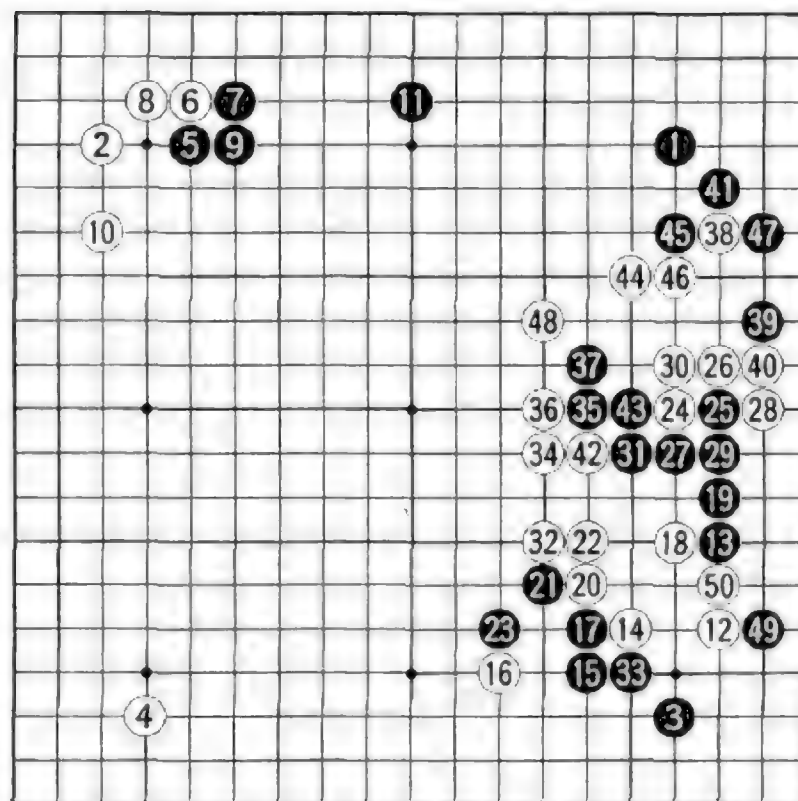
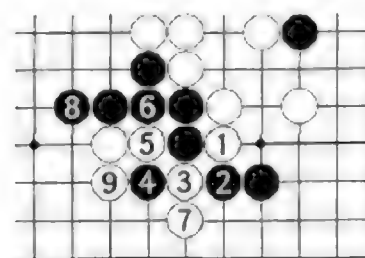


Figure 1 (1 - 50)



Dia. 1

in order to live he is forced to drive White into his own corner up to 58 in Figure 2.

Figure 2 (51 - 100)

White 66 is a severe invasion; closing off the bottom left corner would be more peaceful. Since being dethroned as the top titleholder, Rin has given up his former leisurely style and made an effort to play more aggressively.

White 70. Not the craven move at 'a'. The

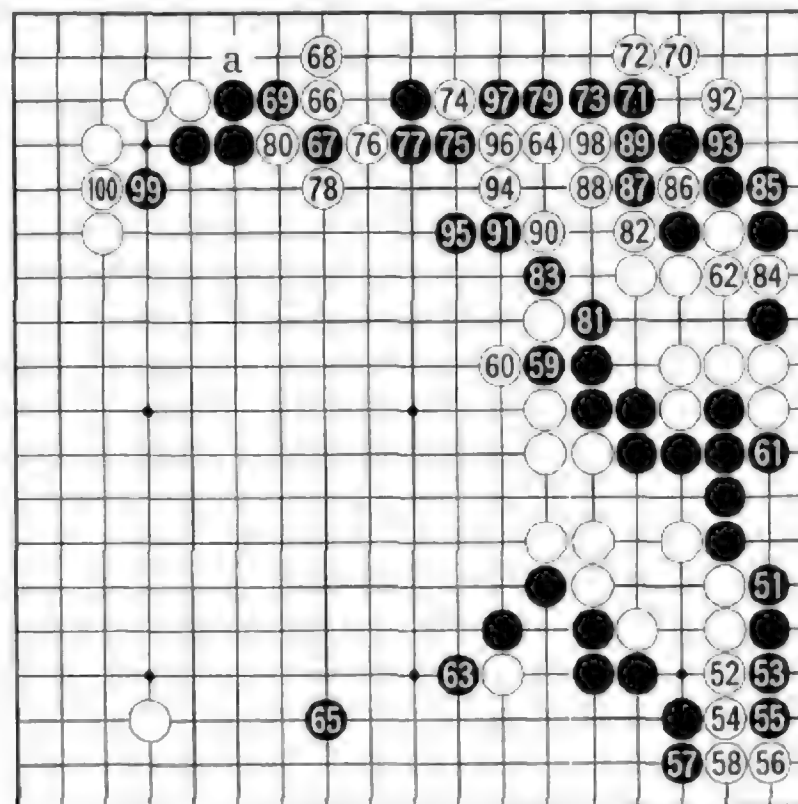
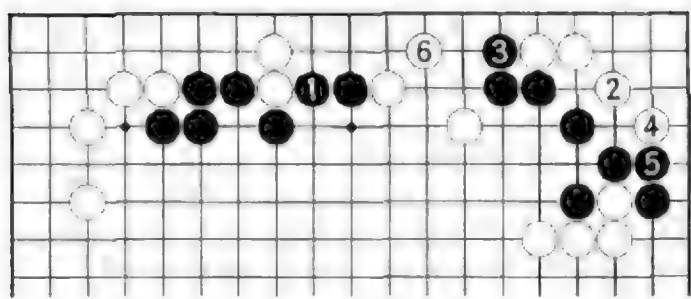


Figure 2 (51 - 100)



Dia. 2

interrelated moves of 70 and 74 are standard professional technique. Black 75 lets White have his way on the left, but Black 1 in Dia. 2 would give Black an even worse result. Note that Black 71 is the natural move: Black 92 would be too small, since White 84 would be sente.

The sequence to 80 gives White an excellent result at the top, but Black hopes to redress the balance by attacking with 81. However, White has worked out a very neat sequence for making eyes for his group. The continuation to 98 is all forced, comments Otake, and Rin played it quickly and confidently.

Black sets out to save his stones at the top left with 99, but White is satisfied with living in the top right corner with 2 in Figure 3. This life is worth 26 or 27 points.

Figure 3 (101 – 150)

Black 7. Unusually late in the game for a kakari.

Black 17. Black hopes that White will 'waste' a move defending at 'a'.

White 18. If at 19, Black 'b' becomes an ideal

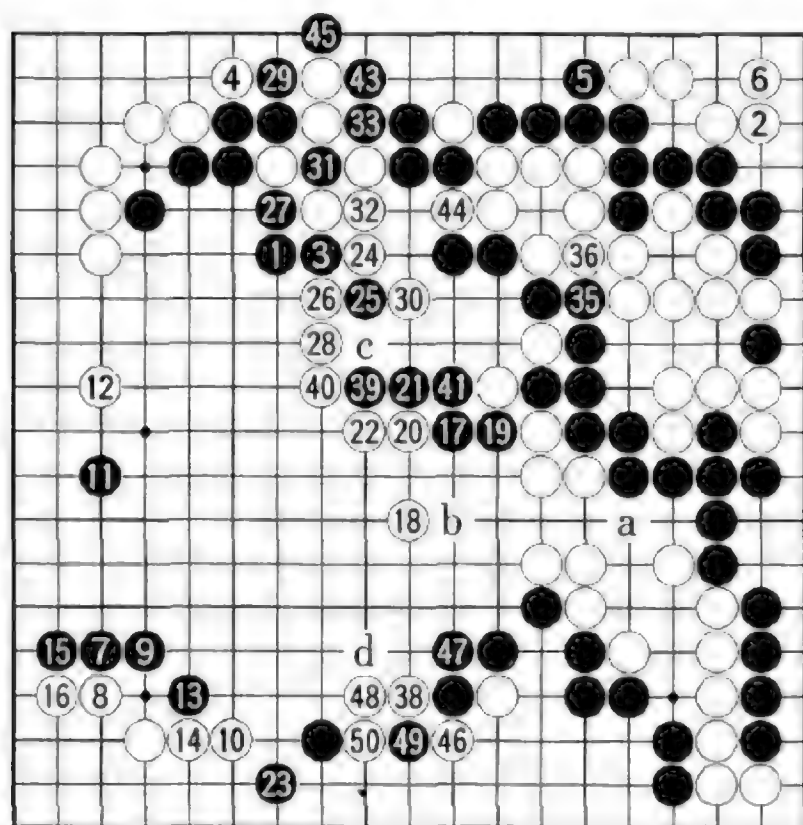
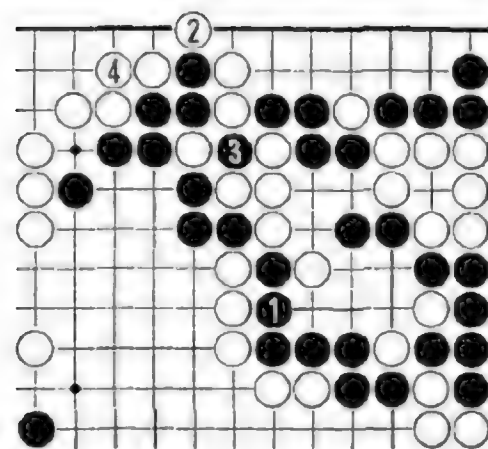


Figure 3 (101 – 150)

Ko: 34, 37, 42



Dia. 3 5: connects

continuation.

Black 19 is a little slack. Continuing the attack with 'b' would be more interesting.

Black 23 defends against White 50. White therefore promptly attacks at 24, the only other weak point in Black's position.

White 28 is White's first dubious move of the game. If White simply connects at 32, Black has no good continuation (he could not get a ladder with Black 28).

Black 39. If Black answers White 38, White gets an unlimited number of ko threats at the bottom.

White 42. Capturing at 'c' would be safer.

Black 43. The losing move. Black should connect at 1 in Dia. 3. White 2 and 4 are the best that White can do, so Black could take profit by connecting with 5.

White 48. Connecting at 49 would be dangerous: Black might attack at 'd'.

Figure 4 (151 – 200)

White 50–54. This profit secures victory for

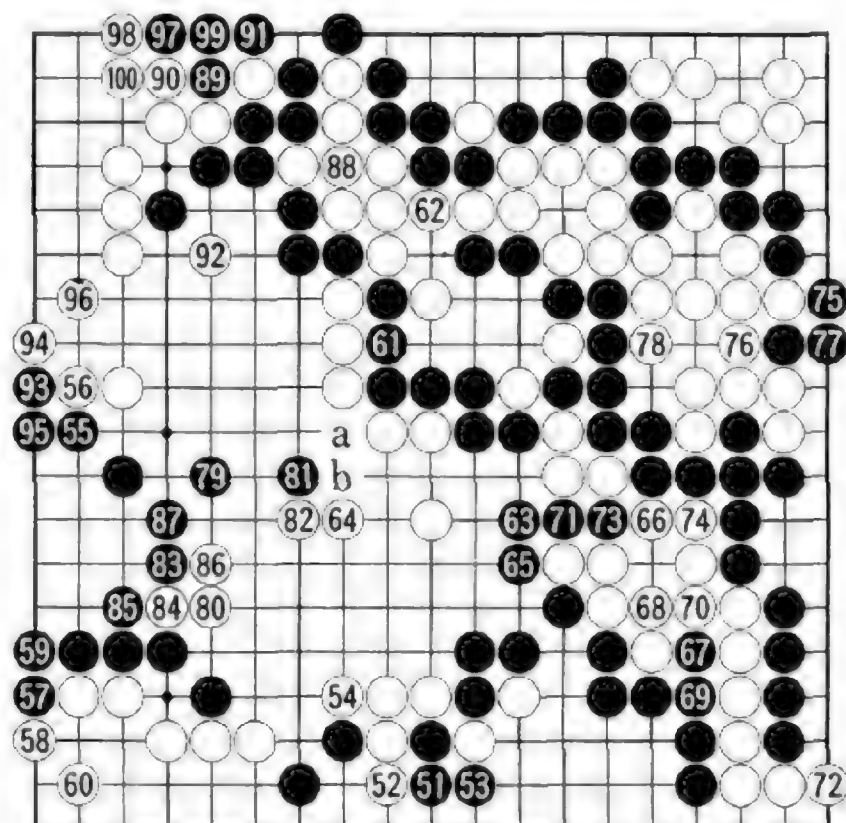


Figure 4 (151 – 200)

White.

Black 63. Cutting at 'a' would not be enough; White would sacrifice his three stones with 'b' etc. When Black attacks at 63, however, White decides to defend at 64 as he is confident that his group will survive. Black captures three stones in sente up to 73, but playing 64 and 72 (the latter being worth nearly three points in itself) is sufficient compensation.

Figure 5 (201 – 256)

White 24 is wrong: White 25 (Black 'a' and White 26 follow) is worth a point more.

The game ended without White playing at 'b'. The reason is that if Black plays at 'b', White will cut at 'c', forcing Black to defend at 'd', so Black does not gain a point by playing 'b'.

White wins by 4½ points.

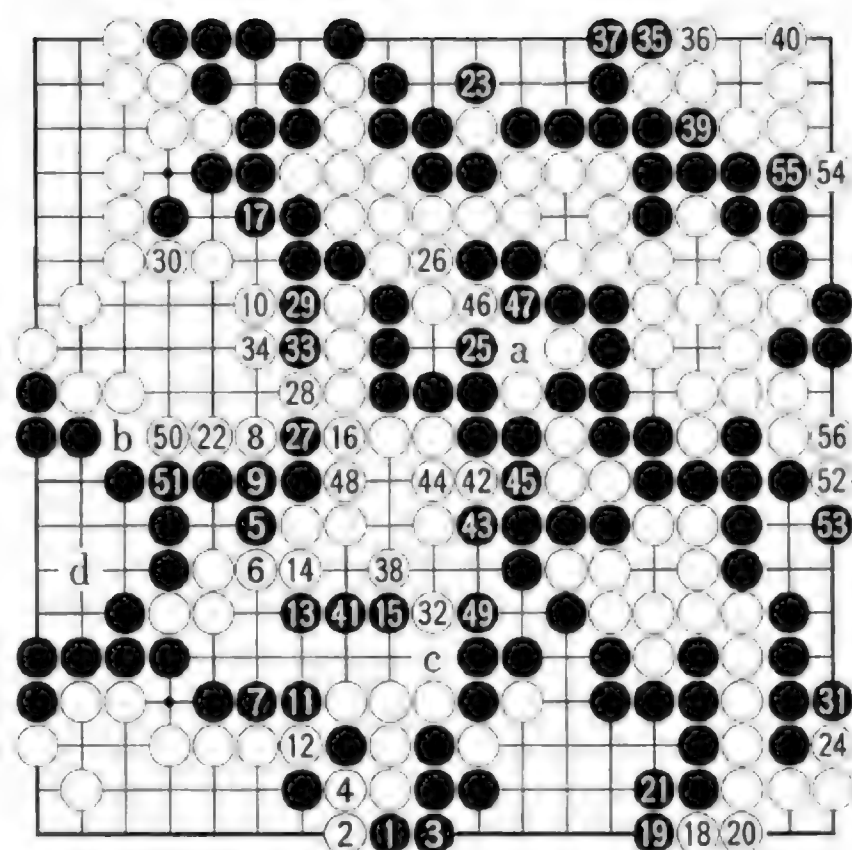


Figure 5 (201 – 256)

White wins and connects the ko.

The 6th Kisei Title Match

The defender Fujisawa Shuko

The challenger Rin Kaiho



The brilliant, unruly genius of Japanese go, Shuko has surprised everyone by dominating the top go title since its inception. No one doubts his talent – Shuko has had a long and illustrious go career in which he has won 21 titles – but he spends a large part of each year on uncontrollable drinking binges, which are the cause of his bad performance in the other tournaments. However, once a year he gets his act together, goes on the wagon two months or so before the Kisei title match (to give himself time to dry out), then produces the dazzling, original go for which his name is a byword. In his cups Shuko calls himself 'Shuko the champ', but when he's sober he proves it.



Rin Kaiho (Lin Hai-feng in Chinese) is the successor to Go Seigen (Wu Ch'ing-yuan) in the Japanese go world. He made a brilliant debut by winning the Meijin title from Sakata in 1965 at the age of 23. He dominated this title for the next decade, appearing in every title match either as defender or challenger. He also took the Honinbo title from Sakata in 1968 and held it for three terms. Rin became famous for the tenacity of his play: he would fight on stubbornly in unfavourable positions and as often as not stage an upset. Rin has been without a title since 1978, a most unfamiliar position for him. He was routed 1–4 by Shuko in the 4th Kisei title and must have been anxious to have his revenge.

Game One

White: Fujisawa Shuko Kisei

Black: Rin Kaiho 9-dan

Komi: 5½; time: 9 hours each

Played on 13, 14 January 1982 in Miyazaki, Kyushu

Commentary by Kato Masao Tengen

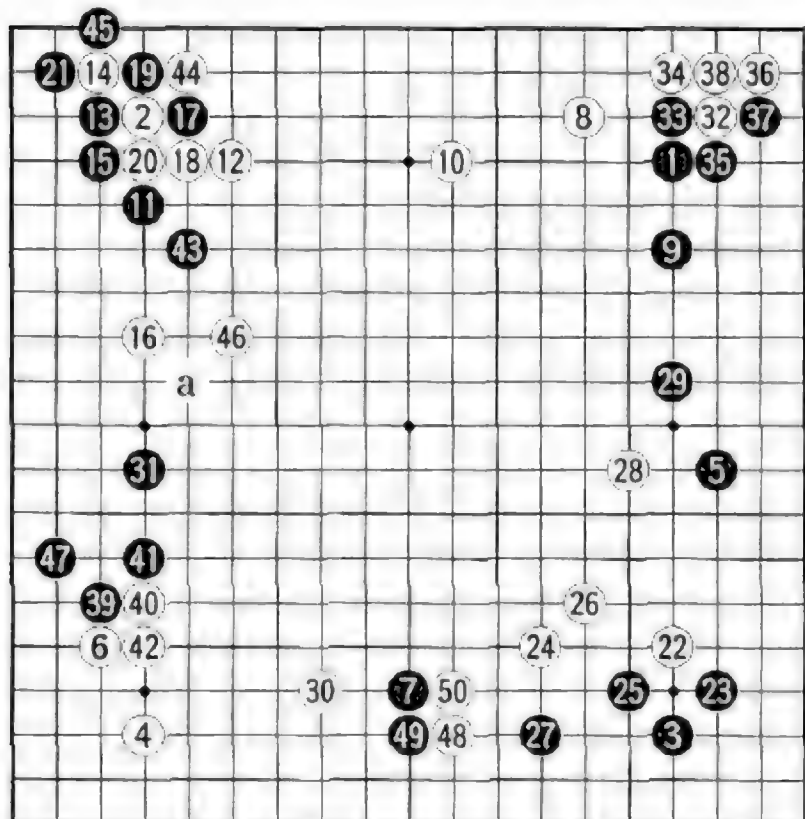


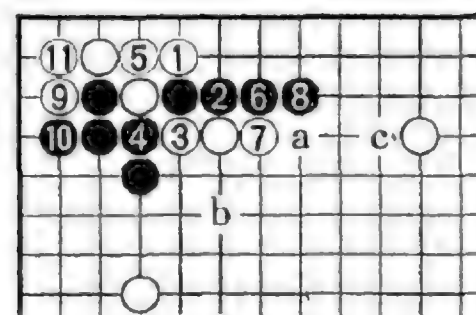
Figure 1 (1 – 50)

Figure 1 (1 – 50). White's missed opportunity

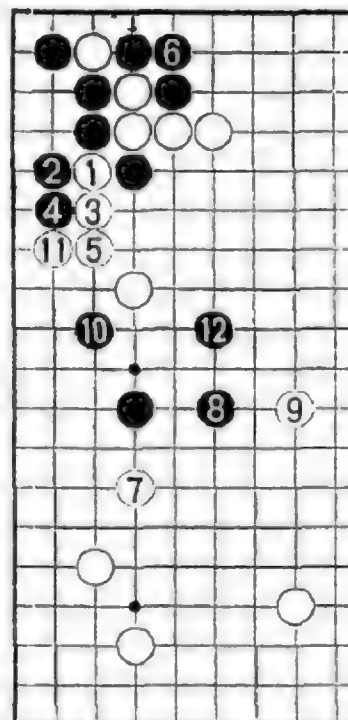
White 16. This pincer is a good guess, but with 18 I would prefer to hane at 1 in Dia. 1. The continuation to 11 could be expected, but after that it gets difficult. If Black 'a', jumping to 'b' is reasonable for White, but Black is more likely to attach at 'c'. If White doesn't take care with his answer, he might end in gote, in which case Black 'b' would be severe. Shuko, who spent no time on 18, commented that the hane at 1 only occurred to him after he had made his move. He must have assessed the sequence in the figure as reasonable for White, but I think that psychologically Black went one step into the lead here.

Black 31 seems reasonable. White 32 next is very big, but I would prefer to cut at 1 in Dia. 2. The continuation to 12 could be expected. This makes proper use of White's pincer at 16 in the figure and is more in keeping with Shuko's usual style. The cut at 1 in the diagram is White's compensation for the profit Black has taken in the top left corner. Shuko apparently thought that he would still get a chance later to make the cut. Note that instead of 2 –

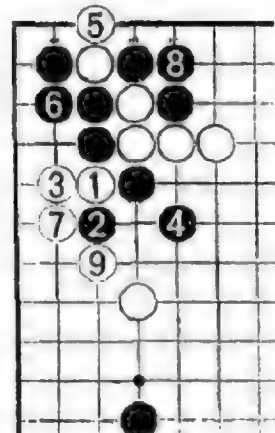
Dia. 3. Black cannot atari at 2 as the result to 9 is bad for him.



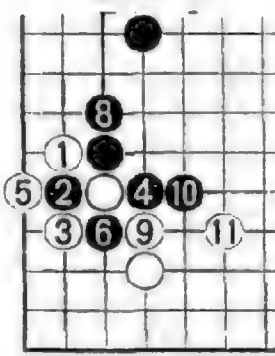
Dia. 1



Dia. 2



Dia. 3



Dia. 4

7: connects

White 40. The hane at 1 in Dia. 4 is also feasible. The continuation here is just one possibility.

Black 43 is an excellent move: it defends against the cut in Dia. 2 and also aims at invading at the top and at attacking at 'a'. Black 43 is solid and looks slow, but Black does not fall behind at all. Otake (the referee) and I were much impressed by it.

White 44, 46. Both necessary after 43.

Black 47. All Black's positions are now secure. I would prefer to be holding black.

White 48. White has to pull off something, and this is a good place to start. However, his follow-up with 54 and 56 in the next figure is slack.

Figure 2 (51 – 100). Black secures the lead.

White 54 is not good enough. Instead White should connect at 1 in Dia. 5. If the sequence to 15 followed, White would still have some chance of winning. White might be worried that instead of 4 Black might attack at 'a', but –

Dia. 6. If Black 1, White should be able to settle his stones with the sequence to 10. Even if he got into trouble, he could always extricate

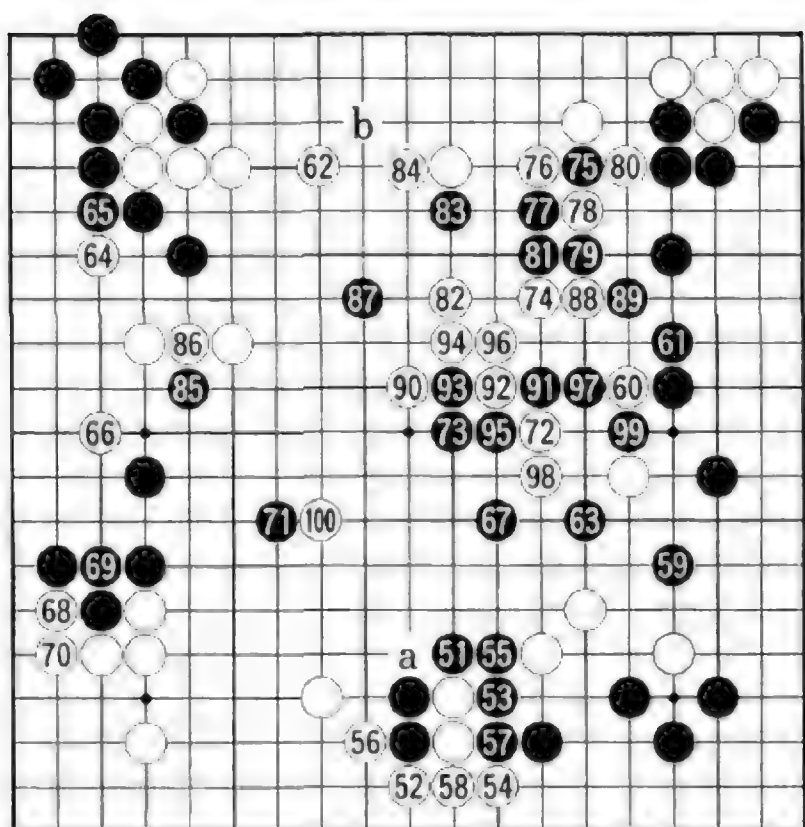
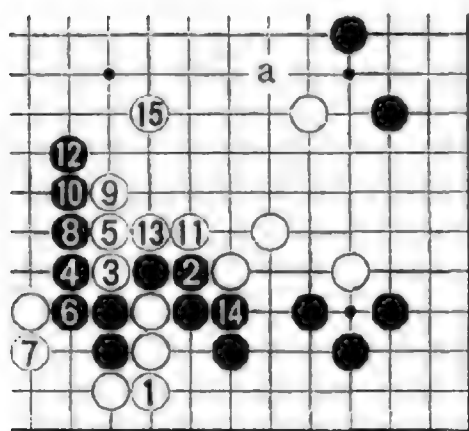
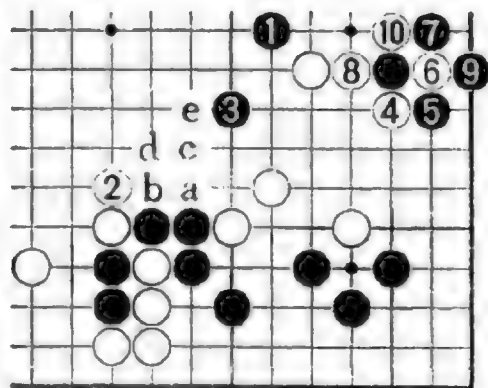


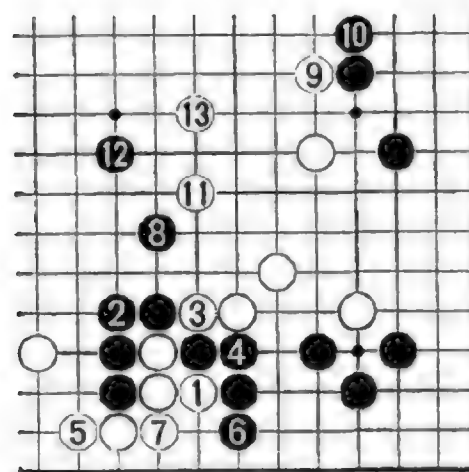
Figure 2 (51 - 100)



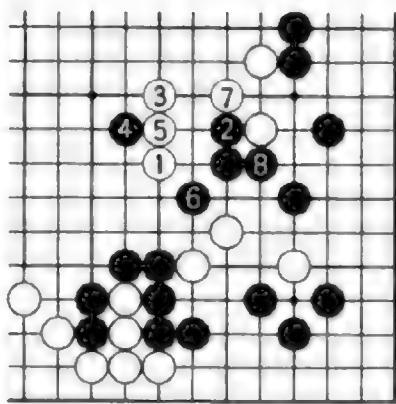
Dia. 5



Dia. 6



Dia. 7



Dia. 8

himself with White 'a' to Black 'e'.

Another alternative for 54 is 1 etc. in Dia. 7. This is also better than the sequence in the game.

White 56. White should cut at 'a'. He would get a similar result to Dia. 5 and would still be in the game.

Black 59 clearly puts Black in the lead. White has taken a modicum of profit at the bottom, but his group to the right is extremely weak.

Black is ahead, but the game is not over yet. White should play 62 at 98; Black would then invade at 'b'. Defending at 62 lets Black rip apart White's position on the side with 63. Even so,

if White played 64 at 67, that is, 1 in Dia. 8, White would be able to build thickness in the centre, and the game would probably be decided in the endgame.

Black 67. The sealed move. Black seems to be about ten points ahead on the board.

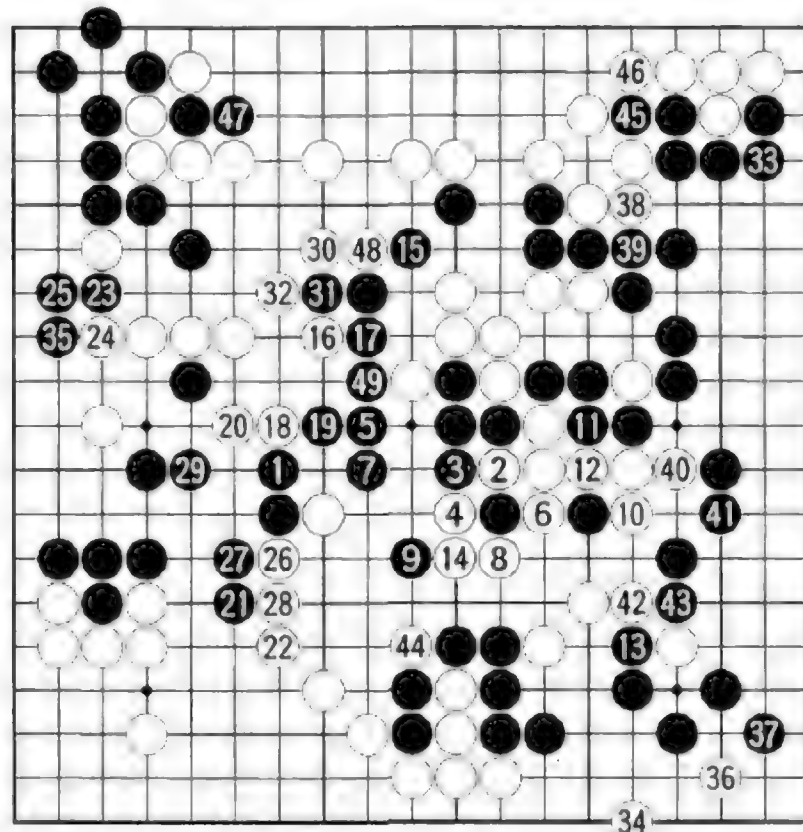


Figure 3 (101 - 149)

Figure 3 (101 - 149). *The gap widens.*

Black 9 to 13 settle the issue. White lives in the centre, but the price he has paid is too high. Shuko plays on for a little more, but his position is hopeless.

White resigns after Black 149.

As the commentator on the first game for the Yomiuri newspaper, I accompanied Shuko to Miyazaki and followed the game on the spot. It was a convincing win for Rin. White's performance was so bad that it was hard to believe that he was Shuko. It was the first time that he has suffered such a bad loss in the Kisei tournament.

In Shuko's games in the Kisei title matches one usually sees the famed 'Shuko touch' everywhere, and even in his failures he does try to make a fight of it. But in this game he just slipped further and further behind, letting Rin dominate it completely. It was obvious to me, watching at the side of the board, that his usual fighting spirit was missing, perhaps because he wasn't well or perhaps because he lacked inspiration. In playing a title series tenacious spiritual strength is necessary.

('Kido', March 1982)

Game Two

White: Rin Kaiho

Black: Fujisawa Shuko

Played on 27, 28 January 1982 in Sapporo

Commentary by Takemiya Masaki

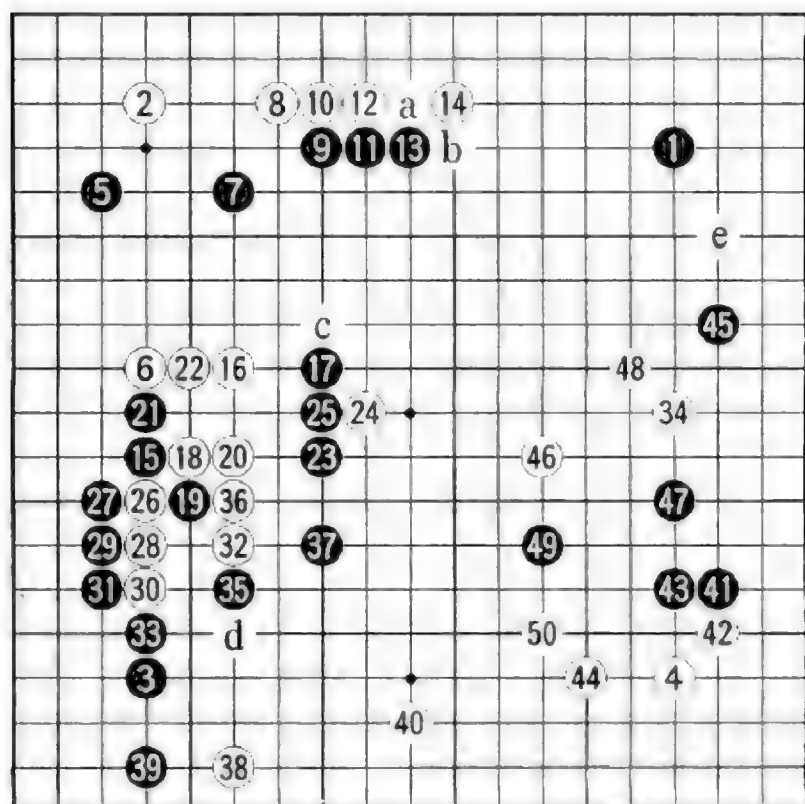


Figure 1 (1 – 50)

Figure 1 (1 – 50). *An unusual peep*

White 14. Black is clearly aiming at the 15 – 17 combination, so White could consider crawling once more, at 'a', then switching to White 26 after Black 'b'.

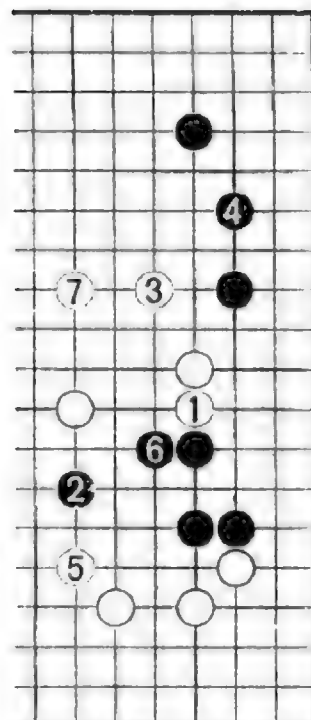
White 24 is a surprising peep, as it forces Black to strengthen himself with 25, which in turn weakens the white group on the side. For example, White can no longer aim at moves such as attaching at 'c' or wedging in at 25. White 24 indicates that Rin is determined to attack the black group in the centre, but most professionals would call it a bad move.

White 34. White has no really good continuation in the centre, so he switches to the oba of 34, though that lets Black seal him in with 35 and 37. The white group is in no danger of dying at this stage, but it does not have a definite second eye, so it may become a burden on White later on. In particular, it will be difficult for White to play a ko later, as Black will have any number of ko threats against this group. Perhaps White should have played 34 at 'd'.

White 38. White plays low because of Black's central thickness, but the exchange for 39 is dubious. White should simply play at 40.

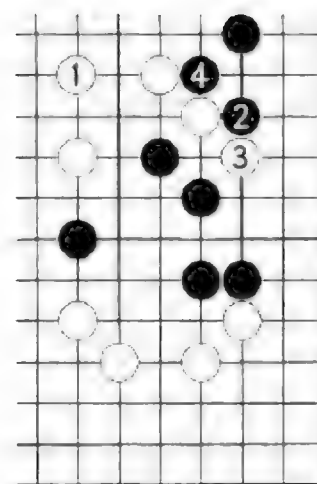
Black 45. If at 47, White will play at 'e'.

White 46 is a good move, but 48 is too heavy.



Dia. 1

Instead White should play 1 in Dia. 1. The continuation there would give White a more leisurely result in the centre.



Dia. 2

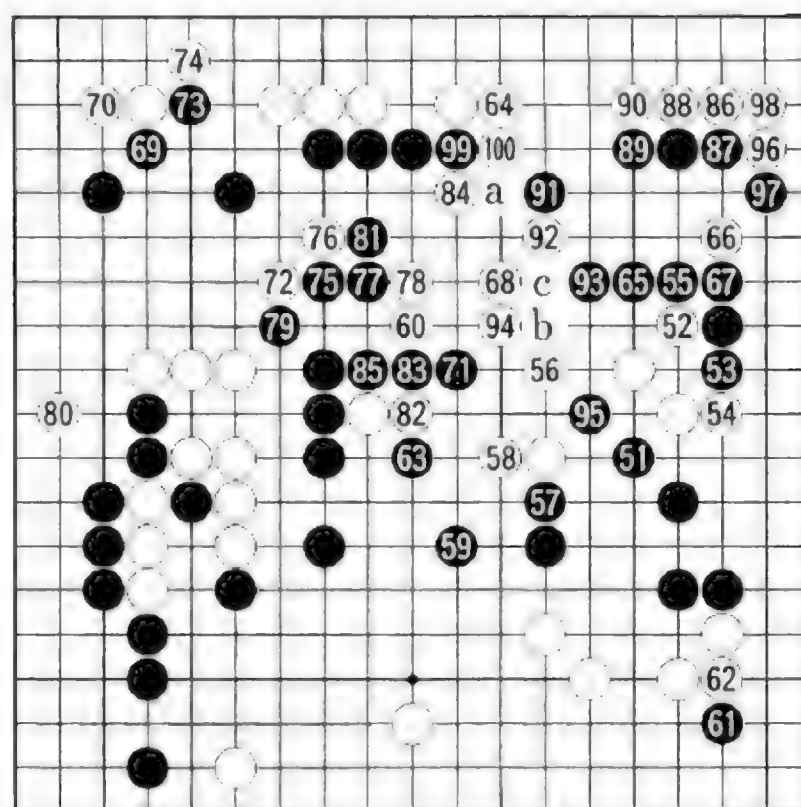
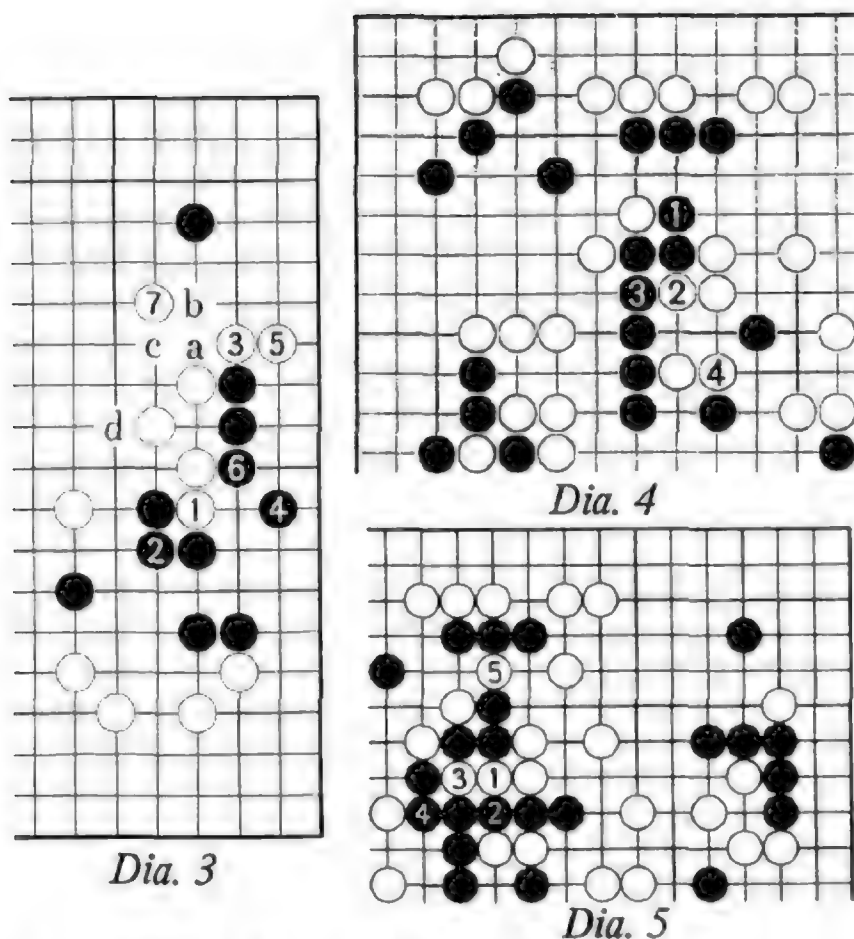


Figure 2 (51 – 100)

Figure 2 (51 – 100). *Harassing the white group*

Black 51, the vital point for spoiling White's shape, demonstrates that 48 in Figure 1 was heavy. It is hard for White to find an answer to 51. White 1 in Dia. 2 looks like good shape, but Black has a neat counter with 2 and 4. White 52 is better than this.

White 54 looks natural, but actually White misses out on a good move here, though the only one to notice it was Shuko. White 1 in Dia. 3 is quite effective; Black must play 2, so White then hanes at 3, a good follow-up which should enable him to settle his group. If Black 4, White plays 5



and 7; instead of 4, Black could also play 'a', White 'b', Black 'c', White 5, Black 'd', sacrificing two stones and aiming at the centre white stones. Either way would be better for White than the game, in which Black strengthens himself on both sides while White is unable to make proper shape.

White 64, the sealed move, is courageous. Since he has no attractive move in the centre, White tenukies there, defying Black to attack. He is relying on the aji of the cut at 67 to settle his group. Black refuses to fall in with White's strategy: instead of attacking he eliminates his bad aji with 65.

When White comes under a cross fire with 71, he essays a counterattack with 72. He is prepared to give up his stones to the right if he can catch the black stones at the top.

Black 79 is a good, calm move. If Black plays 1 in Dia. 4 instead, White will stabilize his centre group with 2 and 4.

White 84. White 'a' would be safer, but 84 takes sente so that White can switch to 86, a do-or-die move which attempts to maintain the territorial balance. If Black omits 85, White captures three stones with 1 to 5 in Dia. 5.

Black 91 is the key move. White cannot play 92 at 'a' as Black cuts with Black 94, White 'b', Black 'c'.

Black attacks cautiously with 93 and 95 (he could play 93 immediately at 99), but when White again defies him by taking territory with 96 and 98 he sets out to destroy the centre group. If White answered 95 by connecting, a hane at 98

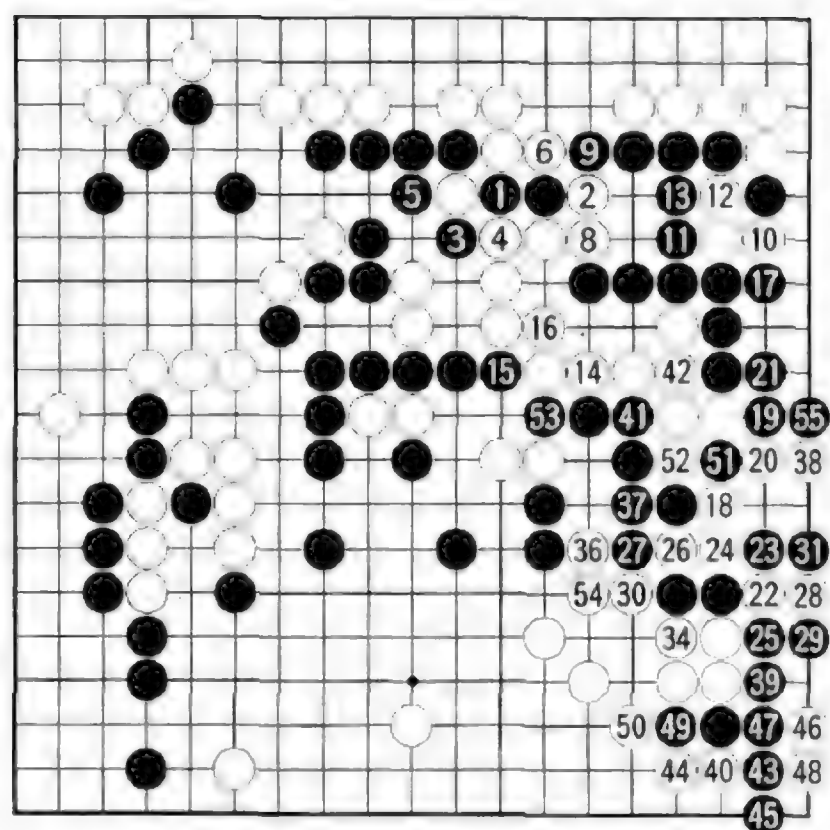
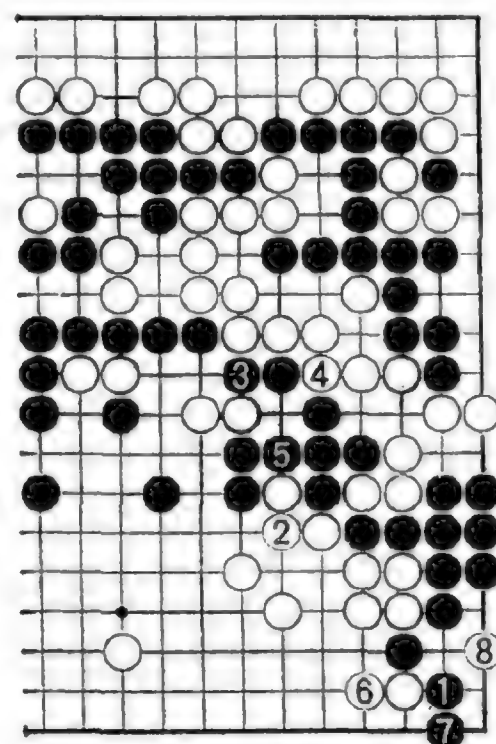


Figure 3 (101 - 155)

7: connects; 32: at 22; 33: at 28; 35: connects



Dia. 6

would put Black too far ahead in territory.

Figure 3 (101 - 155). The final semeai

Once Black makes the cut at 1, the denouement is inevitable. White only loses the fight by one move, but along the way he is helpless to affect the course of events.

White 40 is an impressive-looking tesuji which seems to have taken Shuko by surprise, but he took his time and made the correct answer at 41. If he carelessly blocked at 1 in Dia. 6, White would be able to play 2 and 4 in sente and so would win the fight.

Black 51. The finishing touch.

Takemiya: 'This was a decisive victory for Fujisawa Kisei, with his characteristic style much in evidence. Rin played poorly, in complete

contrast to the first game. In games of skill the loser always looks bad. Perhaps Rin lost the will to fight after Black's hane at 55 in Figure 2.'

Rin: 'In most games of go one usually gets one or two chances to win, but in this game I didn't have one. I was beaten hollow.'

White resigns after Black 155.

Game Three

White: Fujisawa Shuko

Black: Rin Kaiho

Played on 3, 4 Feb. 1982 in Inuyama City, Aichi Prefecture. *Commentary by Iwata Tatsuaki 9-dan*

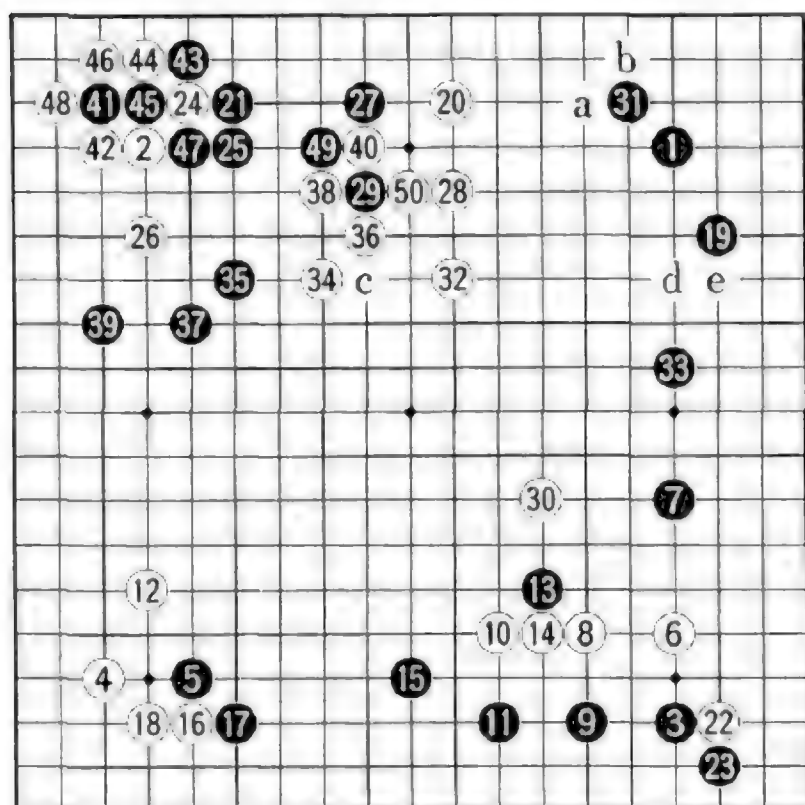


Figure 1 (1 - 50)

Figure 1 (1 - 50). A handicap go joseki

White 28. White does not play 'a' because he does not like the prospect of Black 'b'.

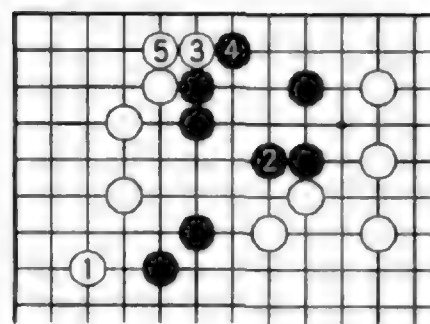
Black 33. Black 'c' would also be a superb move, but then White would reduce the side moyo with White 'd', Black 'e' White 33 (or he could play 'd' immediately at 33). Rin did not want this.

Black 37. The sealed move.

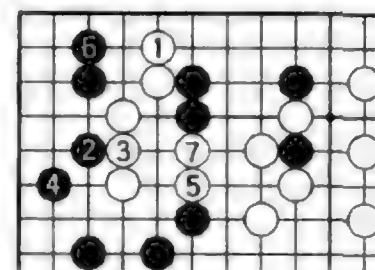
White 38 shows fighting spirit, but the more patient response of 1 in Dia. 1 is preferable. Black 39 is too good a point for Black.

White 40. White is building too much thickness; he should descend at 43.

White 42 - Black 43. This handicap go joseki is bad for White. The players following the game agreed that White should have followed Dia. 2. Shuko felt that giving up all the corner territory like this was slack, but White gets some compensation by capturing four black stones. This



Dia. 1



Dia. 2

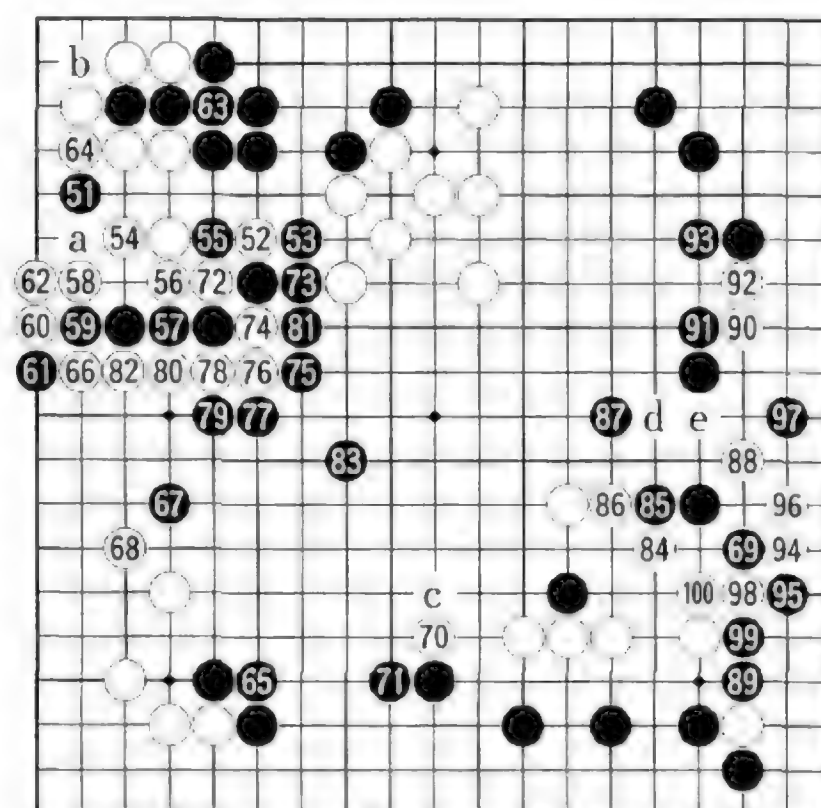


Figure 2 (51 - 100)

result is much better than that in the game.

Figure 2 (51 - 100). White's low position

Black 51. Black 52, which would ensure sente, is preferable. White 52 creates useful aji in Black's position.

Black 55 is necessary. If Black 'a', White 72 would make holes in Black's position.

White 64. If at 'b', Black could aim at exploiting White's bad aji arising from his shortage of liberties by cutting at 64.

White 66. White is looking for a chance to attack, but he has played a lot of moves on the first and second lines. The consensus was that Black was leading. Apparently Shuko was resigned to losing at this stage.

Black 69. Black 'c', forestalling the forcing move of 70, is also possible, but 69 is more in keeping with Rin's territory-oriented style.

White 72, 74. The cut that Shuko has been aiming at. He succeeds in picking up four stones in sente up to 82.

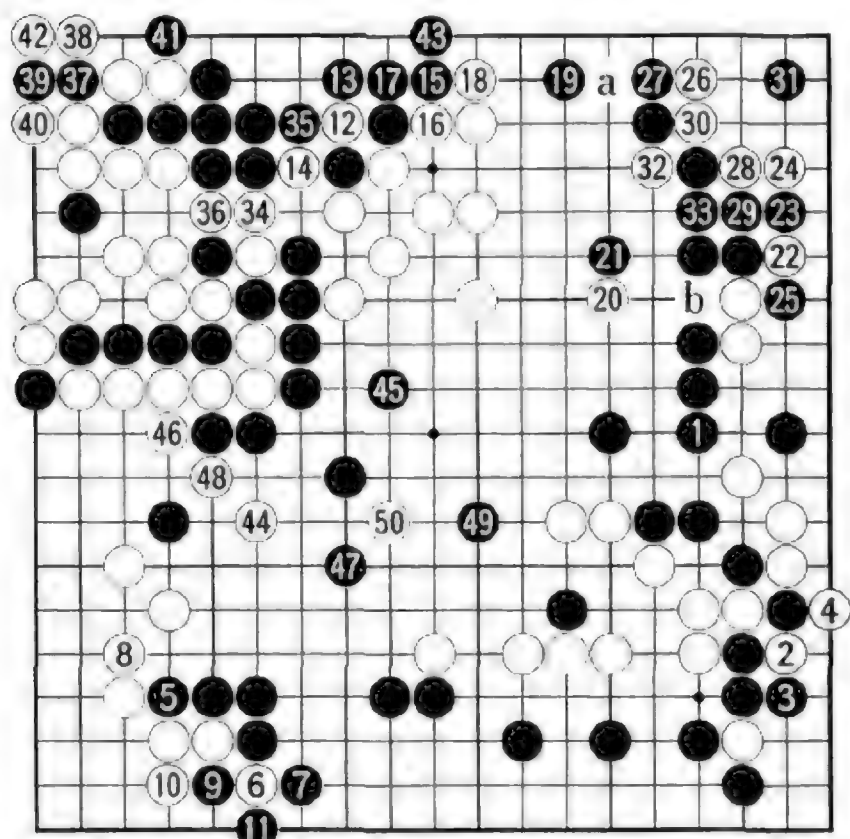
White 84, 86. Very patient moves, but are they enough?

Black 87. The tighter defensive move at 'd'

would have wrapped up the game for Black. Black 87 is more aggressive and has more effect on the white group below.

Black 89. Black 'e' would be more solid but too submissive.

Black 97. The only move. Black is satisfied with the result to 4 in the next figure.



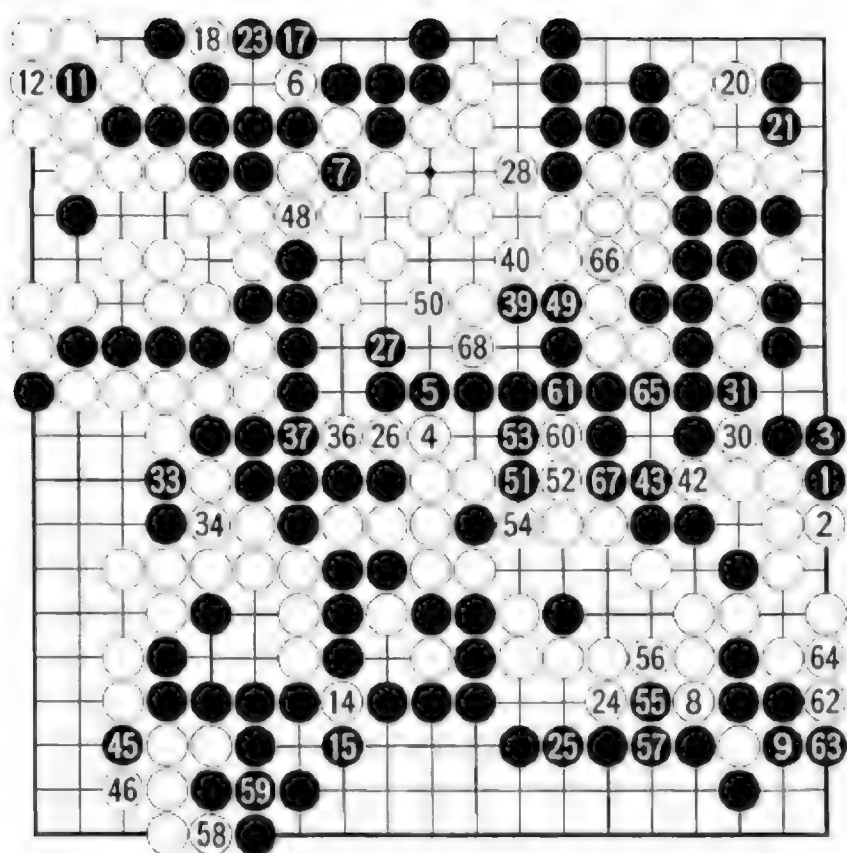


Figure 5 (201 – 269)

Ko (at 7): 10, 13, 16, 19, 22, 29, 32, 35, 38, 41, 44, 47; 69: connects (above 7)

White 72. The last large point — White goes into the lead.

Figure 5 (201 – 269). *A painful loss*

Rin's loss in this game must have been quite a blow to him. Perhaps the problem was that he got too far ahead too early and became too concerned with maintaining his lead by not slackening off. The overplay at 51 in Figure 4 was the main cause of his defeat, but if he had not been in time trouble he would still have had other chances to win.

White wins by $3\frac{1}{2}$ points.

Game Four

White: Rin Kaiho

Black: Fujisawa Shuko

Played on 17, 18 February at Shirahama in Wakayama Prefecture. *Commentary by Rin Kaiho.*

Figure 1 (1 – 39). *An interesting fuseki*

White 6 is a little unusual. If White plays 6 at 8, Black will answer at 'a', which presumably White does not want.

Black 13. If at 'b', then after White 'c' and Black 'd', White 'e' becomes a good move.

White 14. Fighting spirit — if at 16, Black will get ideal shape on the left side with Black 20, White 'c', Black 17, White 18, Black 'd'.

Black 23. Once considered an unusual move, but nowadays popular. The reasoning behind it —

Dia. 1. Black 1 is the standard move. The se-

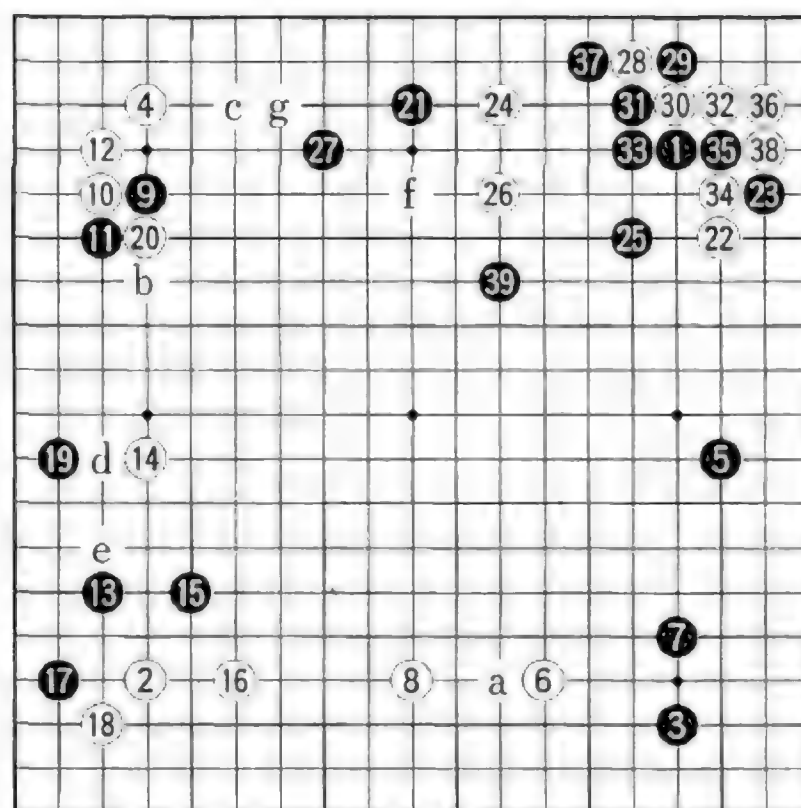
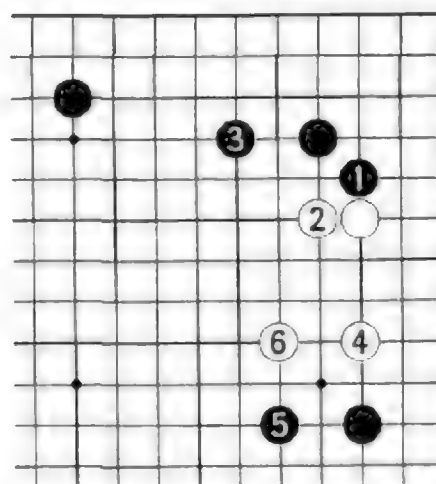
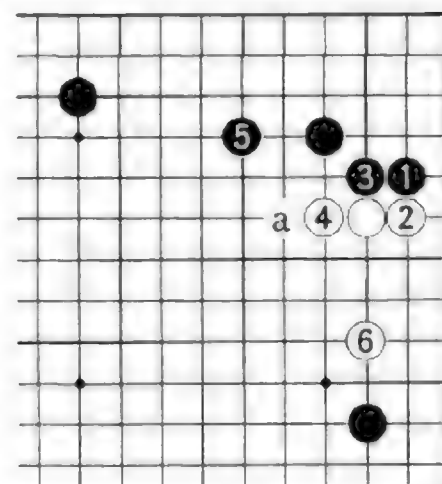


Figure 1 (1 – 39)



Dia. 1



Dia. 2

quence to 6 would follow.

Dia. 2. If White blocks at 2, Black plays 3; if White 4 or 'a', Black answers at 5. Compared to *Dia. 1*, this is an efficient result for Black, since the 1–2 exchange eliminates the threat of an invasion by White at the 3-3 point.

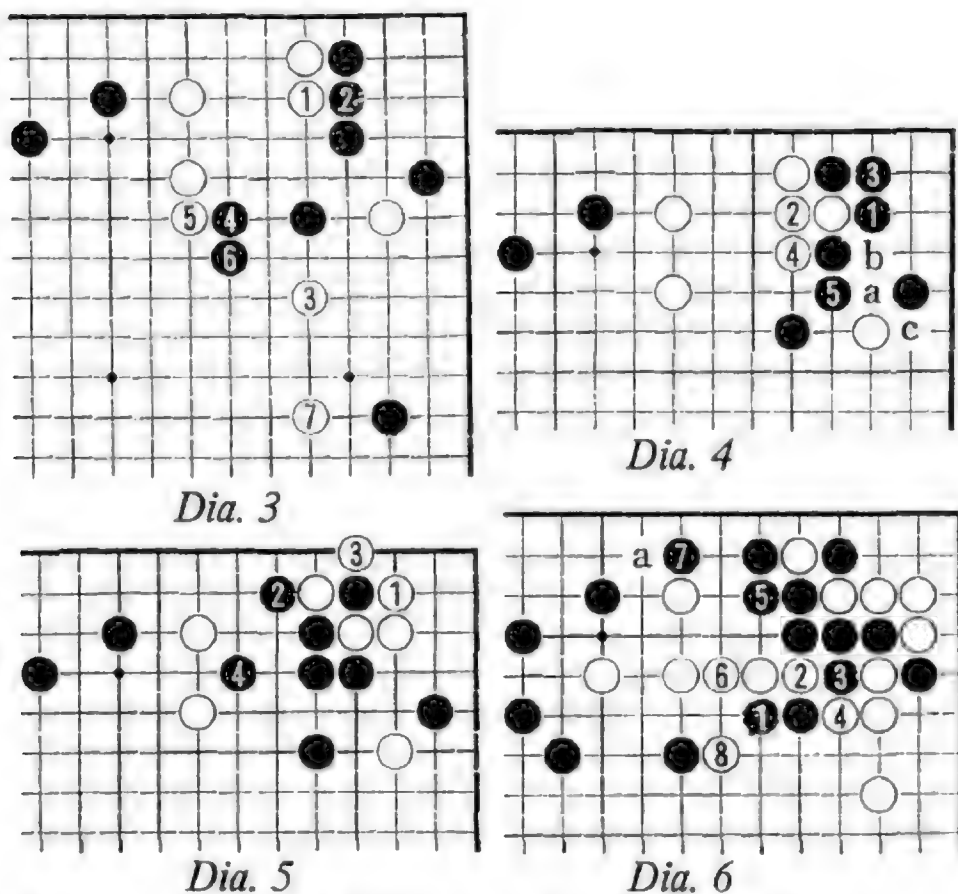
White 24. Rin again shows fighting spirit, refusing to let Shuko dictate the play as in *Dia. 2*.

Black 27 is a subtle move. If Black jumps to 'f', White will jump to 39, which Black does not want. On the other hand, Black does not want to approach White's solid corner position with 'g'. Black 27 is the halfway move between 'f' and 'g'.

White 28 to 38. An unusual sequence, but apparently a 'one-way street', that is, all forced. To begin with, for White 30 —

Dia. 3. White 1 is too tame. If Black 2, White would want to play something on the side, White 3 being a good guess, but in the continuation to 7 Black looks like developing a double attack.

Black 31. Black 1 in *Dia. 4* would make it too easy for White. After Black 5 White still has the



forcing sequence White 'a', Black 'b', White 'c'.

Black 33. Black 37, permitting White 35, would be bad.

White 34 looks like bad style, the move of a beginner, but here it is very effective. Living on a small scale with 1 and 3 in Dia. 5 would not be satisfactory for White.

Black 37. If at 38, White 34 would become a bad move, but White would be quite happy to extend at 37. If White had simply played 34 at 38, Black would still have played at 37, but the virtue of 34 is that it has induced Black to fill in one of his own liberties with 35. All the same, Black is satisfied with getting sente to attack at 39.

Figure 2 (40 – 100). White on the run

White 40, 42. White prefers to strengthen his other positions before trying to escape at the top.

White 44. A bold move – ignoring an invasion like 43 is usually unthinkable.

Black 47 is forced. If at 1 in Dia. 6, White easily breaks through with 2 to 8 (and threatens 'a' later).

Black 51. An obstinate move which denies White any forcing moves in this area. Rin expected Black 61 and intended to answer at A.

White 52, 54. Rin's tesuji for sabaki.

Black 67. If omitted, White breaks through with 1 and 3 in Dia. 7.

White 70 is correct. If White extends at 'a', Black could aim at a ko with the combination of 'b', which would be sente against the group to

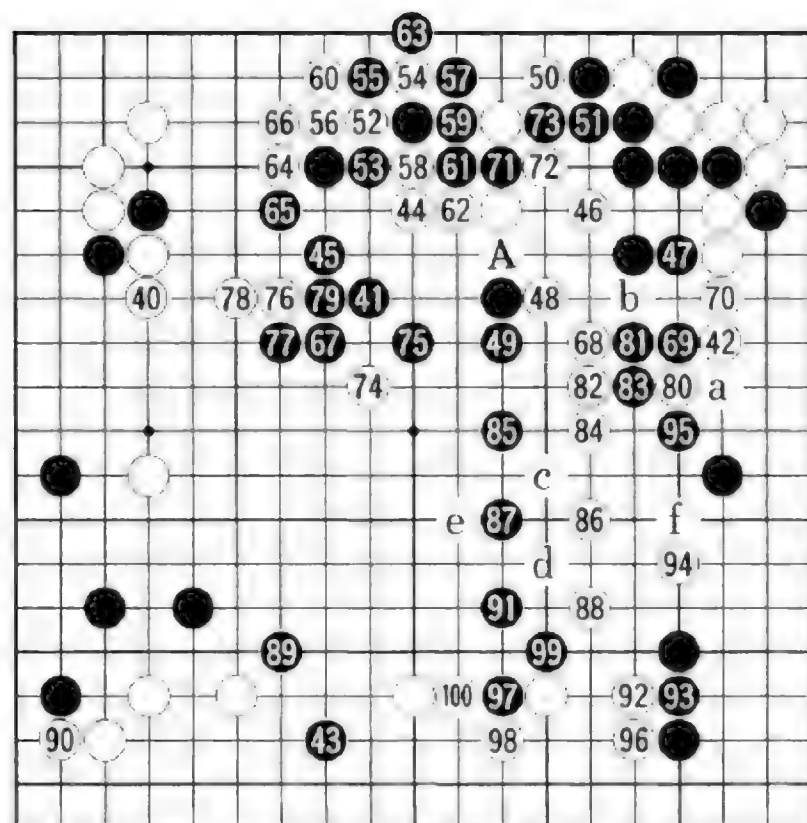
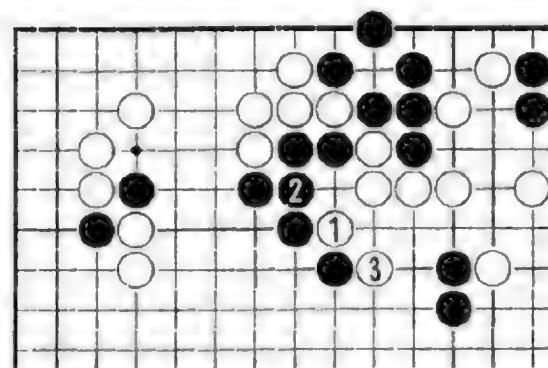
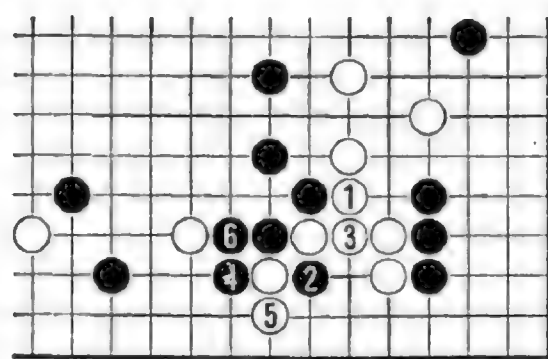


Figure 2 (40 – 100)



Dia. 7



Dia. 8

the left, and Black 70.

White 74 revives the threat of Dia. 7.

White 86 and 88 both follow the proverb, 'the one-space jump is never bad', but Rin regretted these moves. In each case a kosumi would have worked better, that is, 86 at 'c' and 88 at 'd'. The problem with 86 and 88 is that these moves are too close to Black's position on the side. Since White's group is weak, he has to reinforce with 92 and 94, moves which help to strengthen Black. To take the case of 86, for example, if White moved more towards the centre with 'c', Black 'e' and White 'd' would follow, after which White would be able to aim at attacking at 'f' later.

White 100. A resolute move. If White plays safe

with 1 in Dia. 8, Black 2 to 8 would be enough to win. With 100 White is gambling that Black cannot kill his centre group.

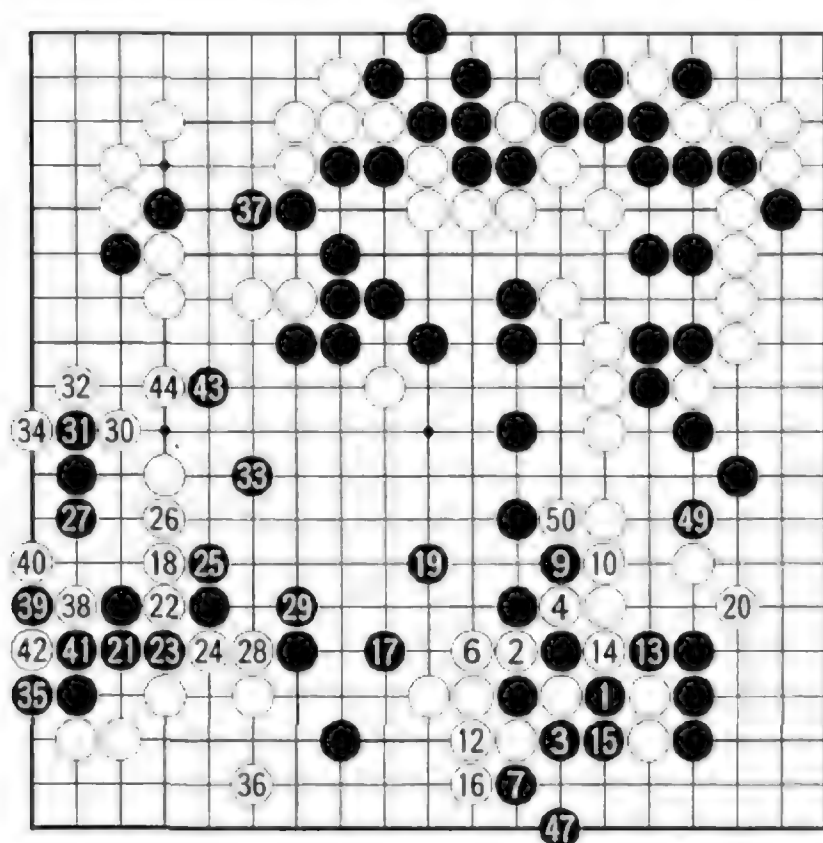


Figure 3 (101 – 150)

Ko: 5, 8, 11; 45: at 39; 46: takes two stones left of 1; 48: at 42

Figure 3 (101 – 150). *Black throws the game away.*

Black 1 is a mistake. If Black had attached at 1 in Dia. 9, he would have been able to split White into two groups. If White 2, Black has the tesuji of 3; White has to play 4 and 6, so Black can push through at 7. White will then continue with 8 etc., but he will have a hard time saving his group. If White plays 4 at 6, Black 4, White 'a', Black 'b', White 8 follow, for a similar kind of fight.

Black 3 is the losing move. Shuko hallucinated that White would be forced to connect. Black would still have had a chance if he had followed Dia. 10, sacrificing his corner in exchange for capturing the five white stones to the left.

White 14. The game is over when White captures the two black stones. White was ahead in territory to begin with and he has survived Black's attack without suffering any damage.

Figure 4 (151 – 200). White 52. White does not need to continue the ko.

Figure 5 (201 – 247)

With his mistakes with 101 and 103 in Figure 3, Shuko returned the favour for the present Rin made him of the third game. The Kisei title match was now down to the best of three.

White wins by 7½ points.

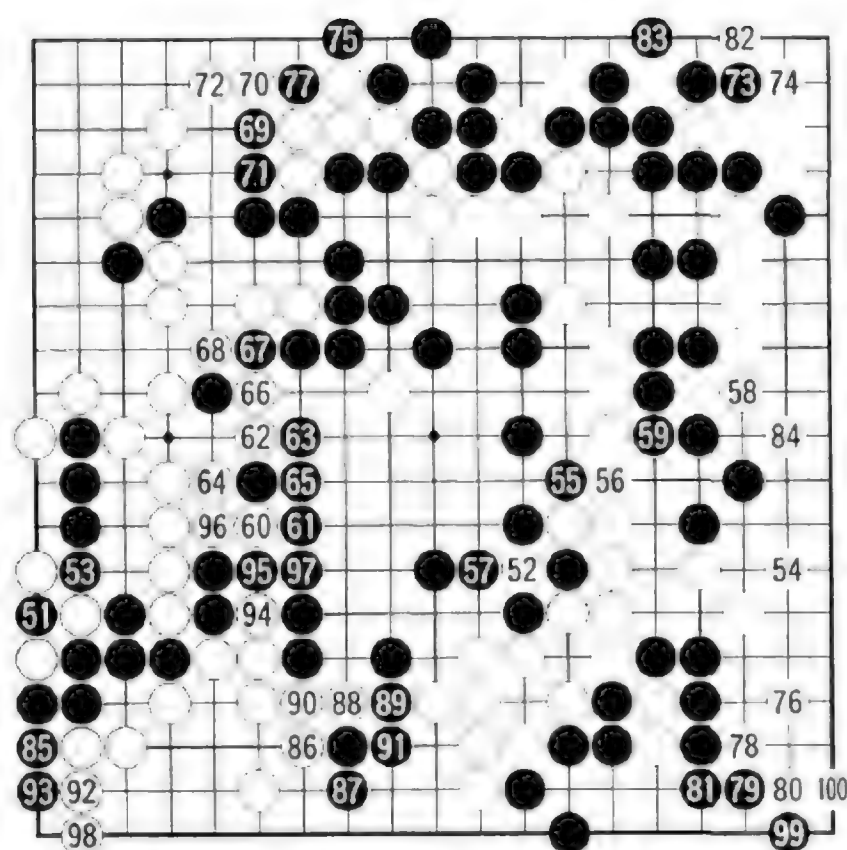


Figure 4 (151 – 200)

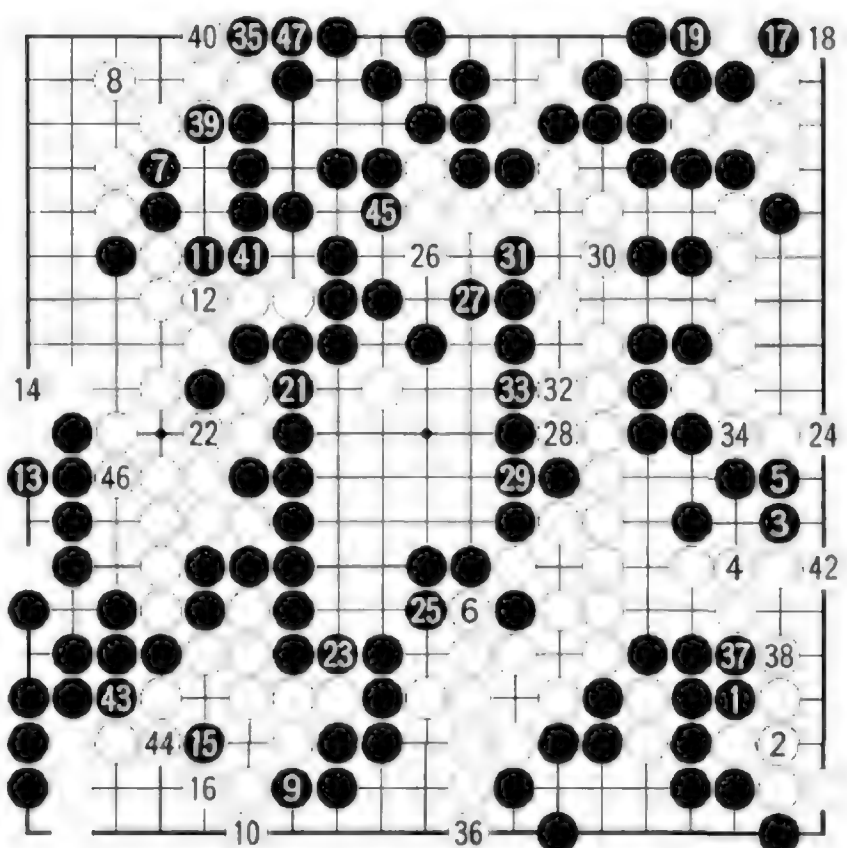
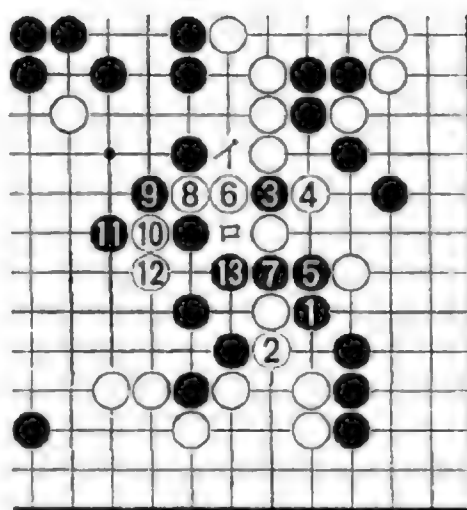
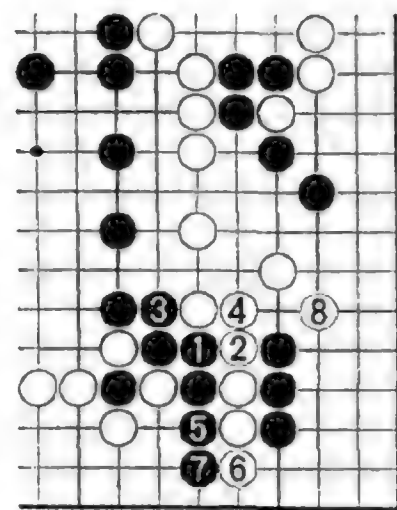


Figure 5 (201 – 247)

20: connects (at 17)



Dia. 9



Dia. 10

Game Five

White: Fujisawa Shuko

Black: Rin Kaiho

Played on 24, 25 February 1982 at Shimizu City
in Shizuoka Prefecture.

Commentary by Ishida Yoshio

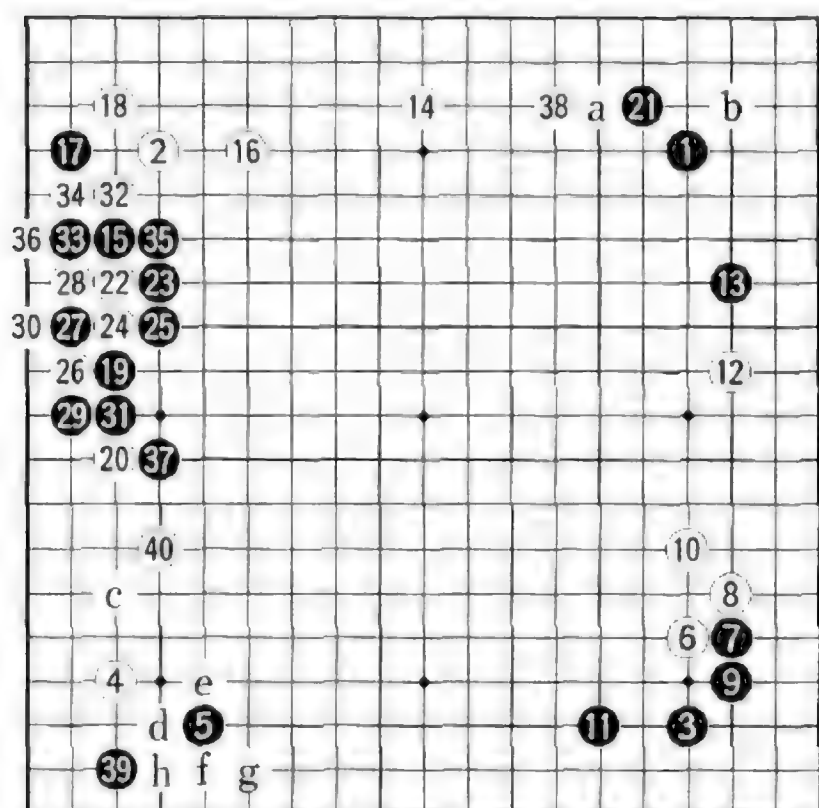


Figure 1 (1 - 40)

Figure 1 (1 - 40). An unorthodox attack

White 20. A little unusual. White 'a' or 'b' are standard moves.

White 22. A very unusual move so early in the game. This move startled Shuko's fellow professionals. Shuko was hoping for the result in Dia. 1. The joseki books give Black 1 in Dia. 2 as the answer but the sequence to 9, which gives White a good move later at 'a', is a little unsatisfactory for Black. Rin's 23 is the fighting answer.

Black 37. Opinions differed on this result. Shuko maintained that it was satisfactory for White, but Takemiya and Kato felt that it was better for Black, and this was the majority opinion. However, Ishida, the Yomiuri commentator on the game, defended Shuko's position.

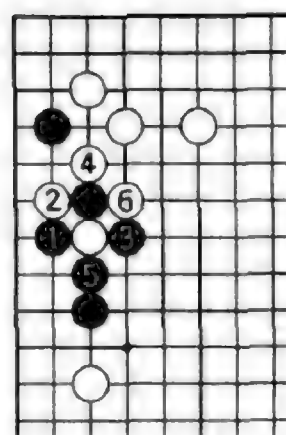
Black 39. Deciding how to attack the corner stone is very difficult. If Black plays on the other side, at 'c', White will promptly settle himself in the corner with White 'd' to White 'h'.

Figure 2 (41 - 85). Favourable for Black?

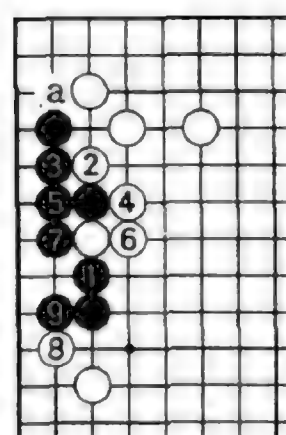
White 44. Shuko commented later that moving out with 'a' would have been simpler.

Black 47. The sealed move.

White 56. White is hoping for the result in



Dia. 1



Dia. 2

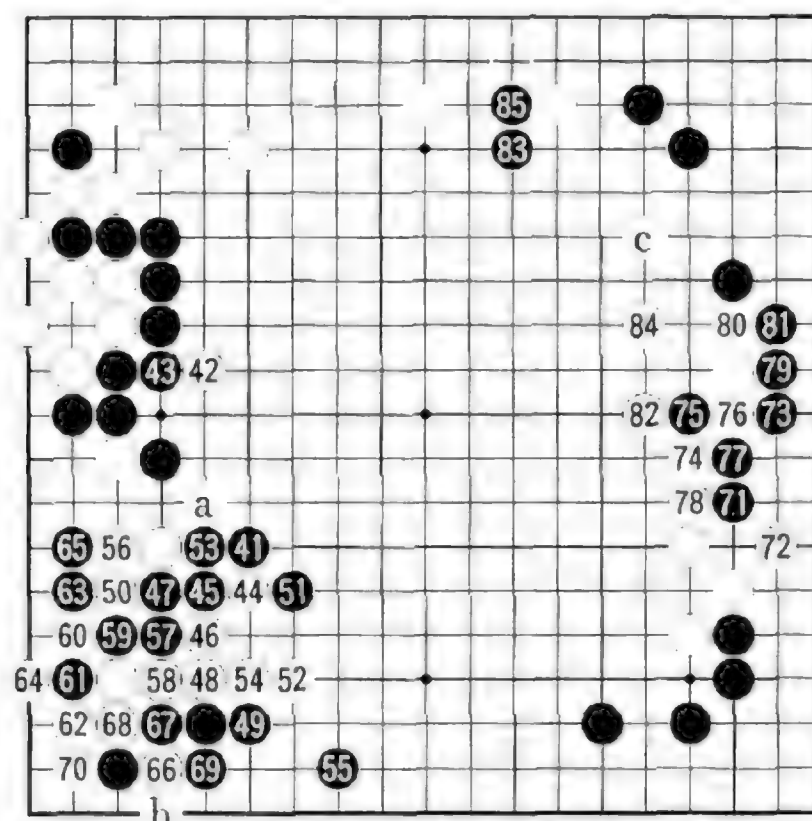
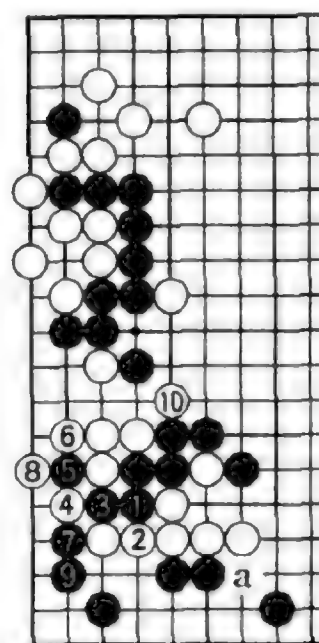


Figure 2 (41 - 85)



Dia. 3

Dia. 3. White 10 would be a severe move, and Black would also have trouble dealing with White 'a' due to his shortage of liberties.

The result to 70 is satisfactory for Black, for he stabilizes his centre group by capturing four stones and also gains sente. However, Shuko maintained that it was also acceptable for White.

The sequence from 72 to 82 is a set pattern. Black's ladder break at 83 is an effective move; intercepting at 85 next gives Black the lead.

However, capturing at 'b' with 83 would also be a good move (White 84 and Black 'c' would follow).

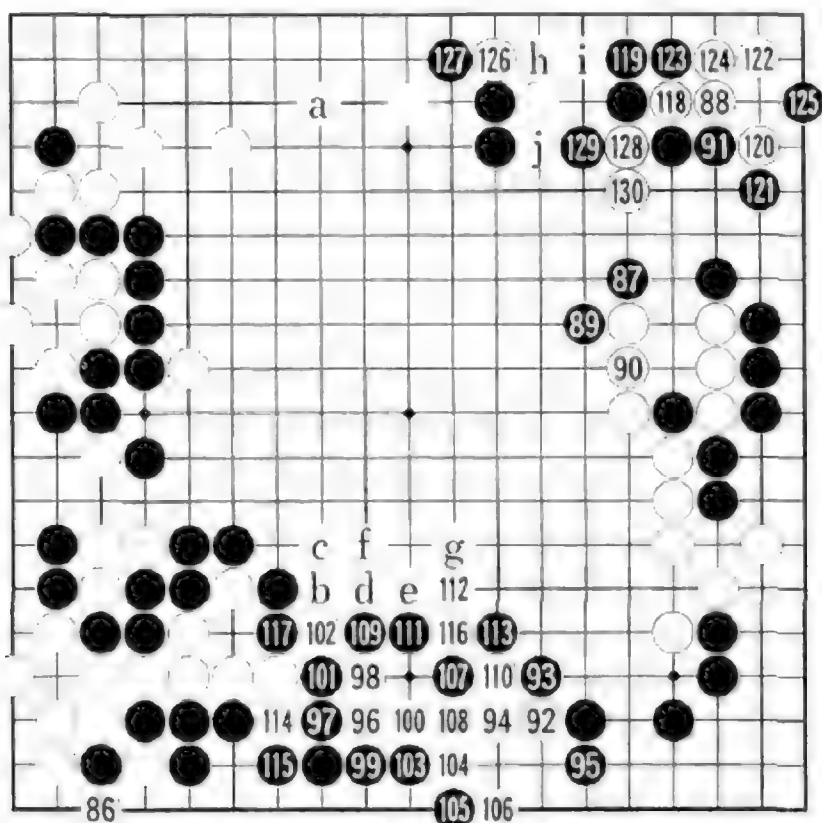


Figure 3 (86 - 130)

Figure 3 (86 - 130). A complicated fight

Black 87. In a game the impulse to play an aggressive move like 87 is undeniable, but a move like 126, aiming at the invasion at 'a', would be much simpler.

White 92. An aggressive move with which Shuko hoped to reverse the flow of the game. Rin was expecting it, however.

Black 97, 99. The order is important: if Black plays 99 first, White will block 97 at 101 and kill Black.

White 98. If at 101, Black has prepared the counter in Dia. 4. Note that Black does not play 6 at 9 - the furikawari (trade) is best.

Black 101 etc. A dazzling sequence for Rin - every move is perfectly timed.

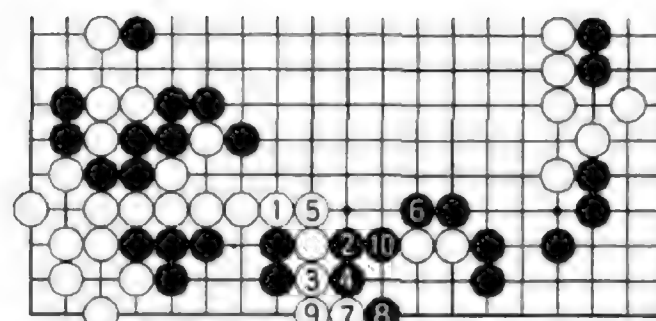
Black 105. Simply playing at 107 would be bad because of White 110.

Black 107. If at 109, White 116 kills the whole group.

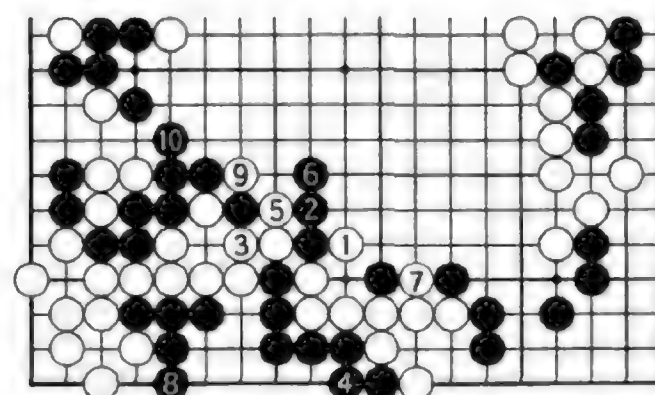
White 110. Shuko commented that following Dia. 5 would have been better, as White gets a nice ponnuki at 9.

Black 115. Rin commented that he should have followed Dia. 6, in which Black sacrifices his stones but builds thickness by squeezing in the centre. He would also get sente to switch to 126 in the figure.

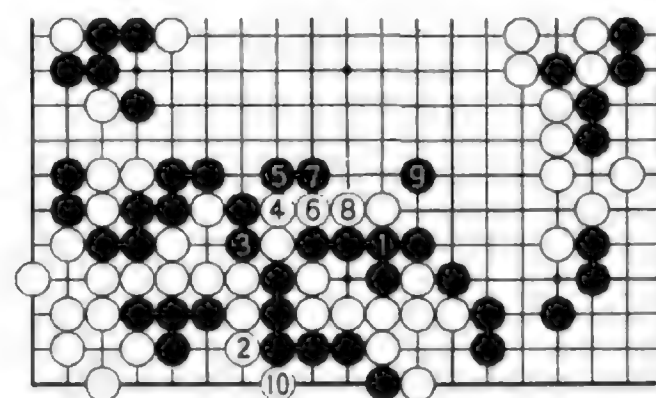
White 118. If at 'b', Black counters with 'c', White 'd', Black 'e', White 'f', Black 'g'.



Dia. 4



Dia. 5



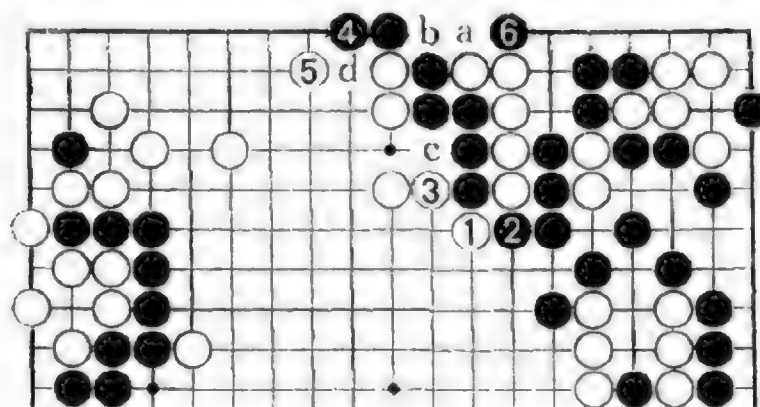
Dia. 6

Black 127 is too aggressive: as becomes apparent in the next figure, it invites disaster (see Dia. 7). Instead, Black 'h' - White 'i' - Black 'j' would simplify the game. Rin chose the complicated move even though he had just gone into byo-yomi (Shuko still had over four hours) because he was afraid of losing his lead if he slackened off.

Figure 4 (131 - 189). Misreadings by both

White 42. A perilous moment for Black, for White could stage an upset by playing at 'a'. In effect, Shuko didn't play there because he trusted Rin's judgement in playing 41. However, both players were going astray in their analysis here. First the Kisei's mistake -

Dia. 7. Shuko hallucinated that after 1 to 6 White 'a' would lose the semeai by one move when



Dia. 7

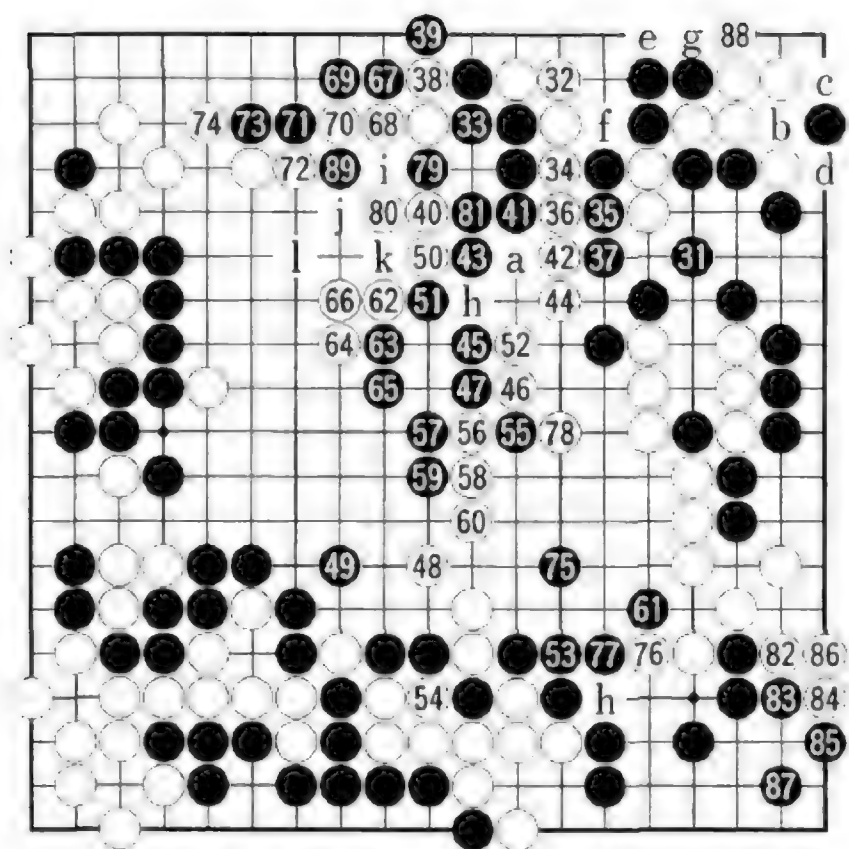
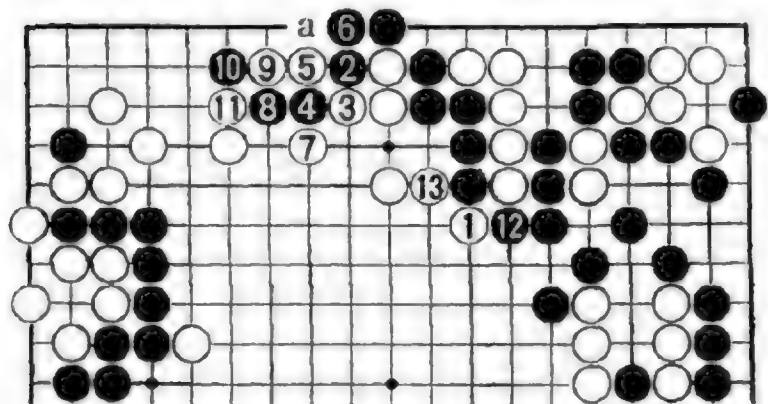


Figure 4 (131 - 189)



Dia. 8

Black answered at 'b'. However, if White plays at 'c' instead of 'a', Black has to play 'b', and White 'd' next wins the fight. That would have given White the game.

Now the challenger's mistake —

Dia. 8. Rin read out the sequence here and hallucinated that Black would win the fight by one move because White can't give atari at 'a'. That's true as far as it goes, but it doesn't go very far. White comes from the other side and wins with four liberties to Black's three.

Misreadings like these are not uncommon even at the highest levels, but it is unusual for two top-class players to misread the same fight. The play here caused Ishida (the Yomiuri commentator) and Yamabe (the referee) a lot of puzzlement as they went over the game in the anteroom.

White 42 does have one redeeming point. Escaping to the centre with these stones sets up White 88, which threatens either to link up along the edge or to get a ko in the corner. The mechanics of it are White 88, Black 'b' (assuming Black does not choose to play a ko by intercepting on the edge), White 'c', Black 'd', White 'e', Black 'f', White 'g'.

Black 57. Black could have given up his group at the top in exchange for White's group at the bottom with Black 58, White 57, Black 59, but Rin hardly had the time to do the necessary calculations.

Black 61 defends the cutting point at 'h'.

White 70. Shuko let slip his last chance to stage an upset. If he had started a ko with White 'a' — Black 81 — White 'h', Rin's opinion was that White could have won.

White 80 is a blunder: it should be the diagonal connection one space to the left (at 'j'). When Rin played 89, Shuko gave a startled gasp and immediately resigned. White cannot catch Black; if White 'i', then Black 'j', White 'k', Black 'l'. However, even if Shuko had made the correct move with 80, Rin would still have won by about ten points.

This game may not qualify as a masterpiece, because of the errors in the second half, but it is certainly one of the most exciting games of the series. The final result seems fair. Shuko may have missed chances to stage an upset, but the game is chiefly memorable for the brilliance of Rin's play in the first half, especially the precision of his analysis in the complicated fights on the bottom left side and at the bottom.

White resigns after Black 189.

Game Six

White: Rin Kaiho

Black: Fujisawa Shuko

Played on 10, 11 March in Kobe City.

Commentary by Shiraishi Yutaka 9-dan

For the first time since the title match with Kato in 1978, Shuko was on the wrong side of a kadoban (a potentially series-losing game). Considering the unevenness of his play this year, most fans anticipated the crowning of a new monarch of the go world. Shuko, after all, had already earned the title of Honorary Kisei last year by winning the title for the fifth successive term, so he would have been entitled to rest on his laurels. Shuko, however, saw things differently; he was by no means ready to hand over his title without a fight.

Figure 1 (1 - 30) (next page). *Shuko's aggressive start*

White 16. If at 21, Black will answer at 23.

White 18. Rin commented that perhaps he

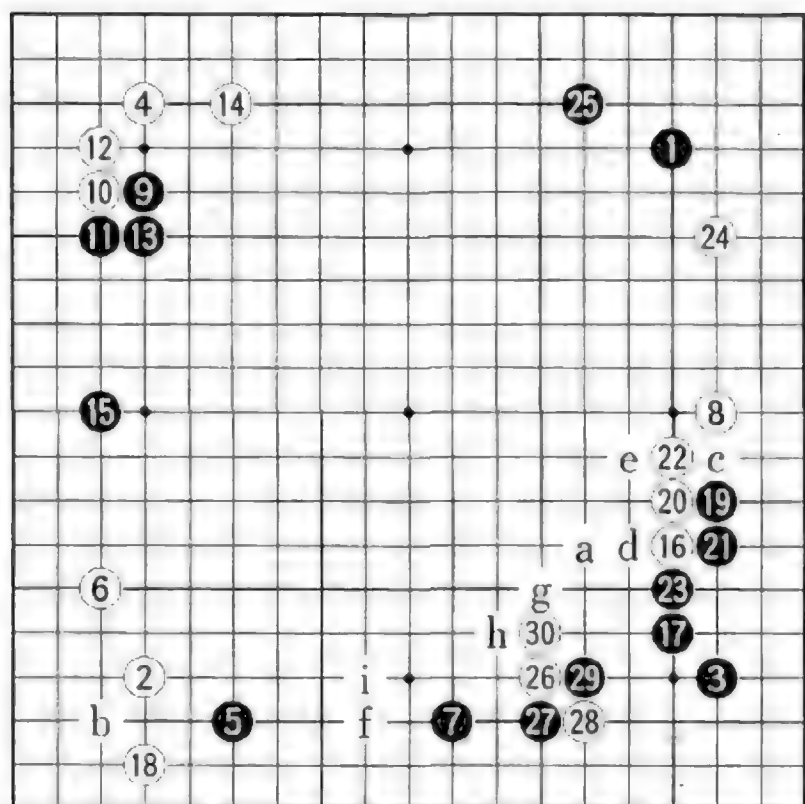


Figure 1 (1 - 30)

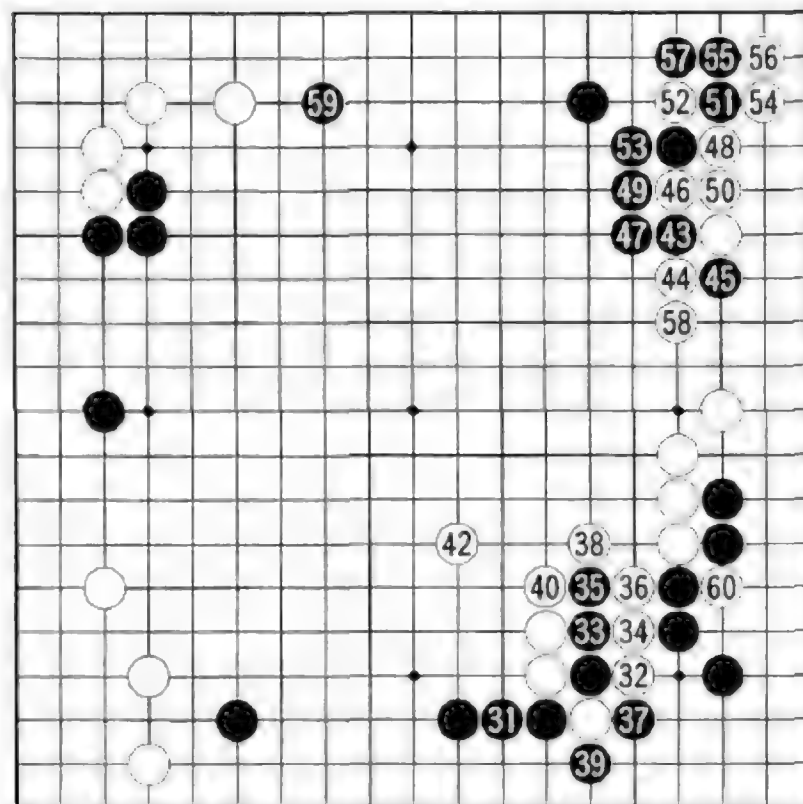
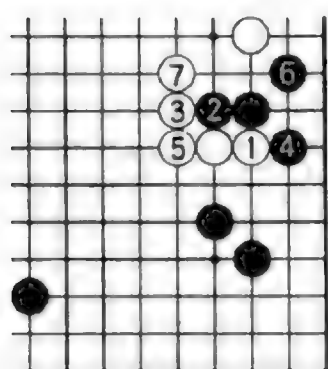
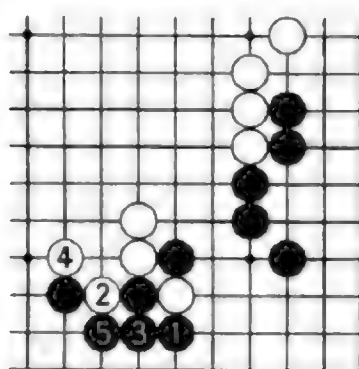


Figure 2 (31 - 60)

41: connects



Dia. 1



Dia. 2

should have jumped to 'a', a leisurely move. In that case, Black might switch to 'b'.

Black 19 is an aggressive invasion. White could intercept with 1 in Dia. 1, but he would get a heavy shape up to 7.

White 22 is a patient move. If White blocks at 'c', Black 'd' becomes a good follow-up to 23. Black also gets a peep at 'e'.

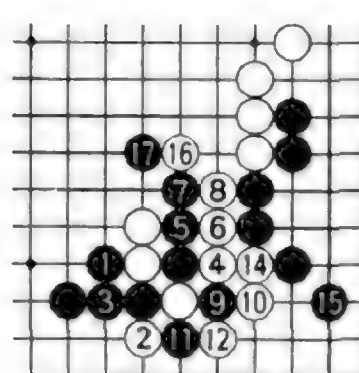
White 26. Invading at 'f' would be more usual, but then Black would secure all the territory to the right.

Black 27. Black feels that he has gained in the exchange in the bottom right corner, so he wants to settle the shape. He could also counter with a capping move at 'g' (if White 'h', then Black 'i').

Figure 2 (31 - 60). Black is satisfied.

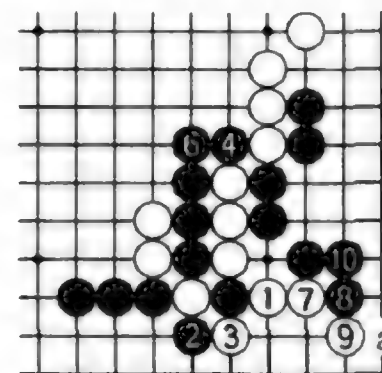
Black 31 is best. Black 1 in Dia. 2 would be a little submissive. However, Shuko commented that he should have played more aggressively, with 1 in Dia. 3. Compared to the figure, Black loses points on the side, but in compensation he builds thickness in the centre.

White 38 to 42 are correct. White 38 at 1 in



Dia. 3

13: connects



Dia. 4

5: ko

Dia. 4 is unreasonable. White has no good move after 10. If he lives with 'a', he is in trouble when Black recaptures the ko. If instead White connects the ko, Black hanes at 'a' and a ko follows.

In the result to 42, Black takes profit and White builds thickness, but White's thickness is not very effective, as the other positions on the board are already settled. The result for White is not impressive.

Black 43, 45. A device to make White even more over-concentrated. The continuation to 58 is more or less forced.

Black 59 is big; Black has a small lead.

Figure 3 (61 - 100). A ponderous move

White 70. The sealed move. Instead of trying to save his stone immediately, Black extends to 71, a very good point for either side (if White played 71, he could aim at 'a' next). When White enlarges his moyo with 72, Black makes a nice counter at 73. His continuation is a model sabaki sequence.

White 78. Hasegawa Sunao 7-dan pointed out

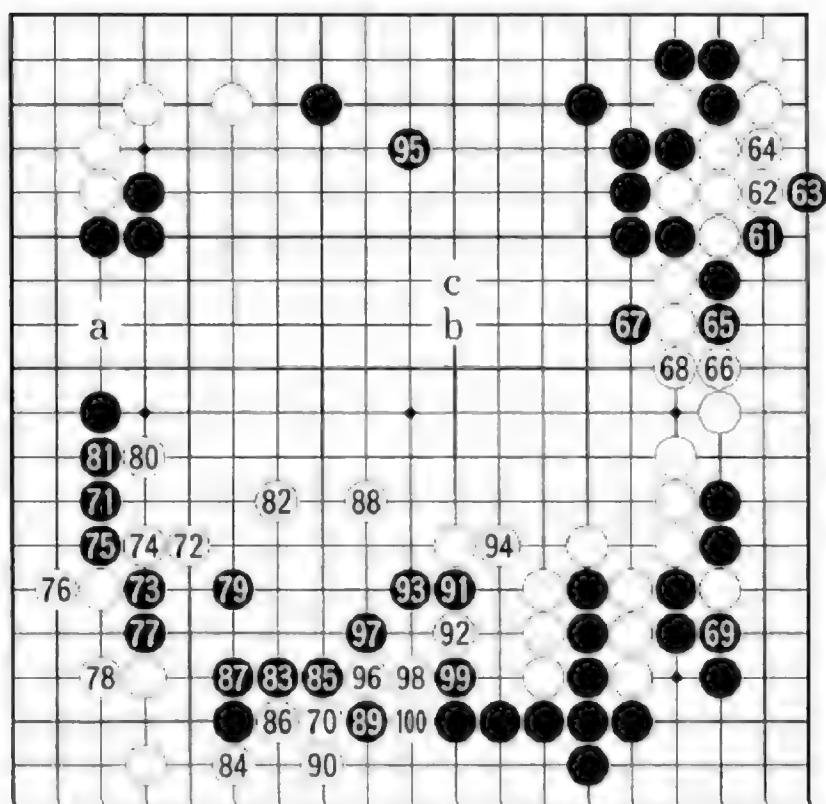


Figure 3 (61 - 100)

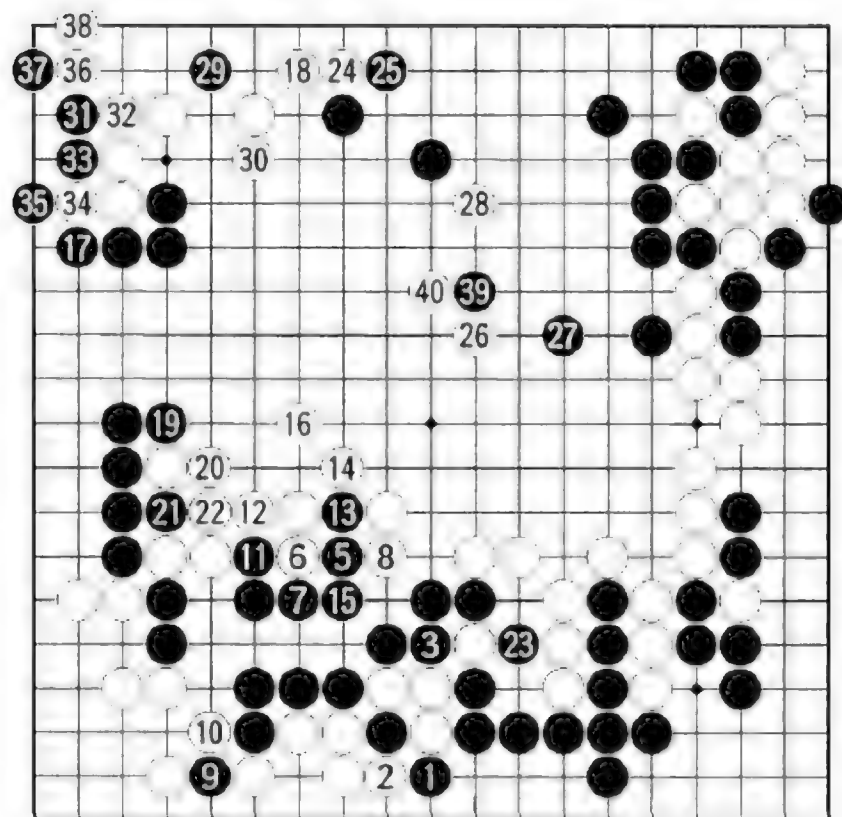
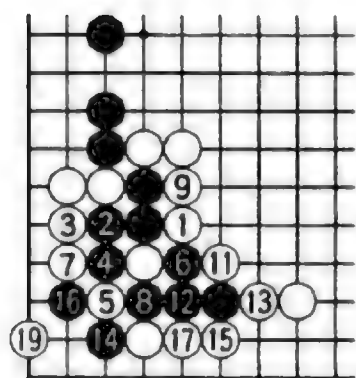


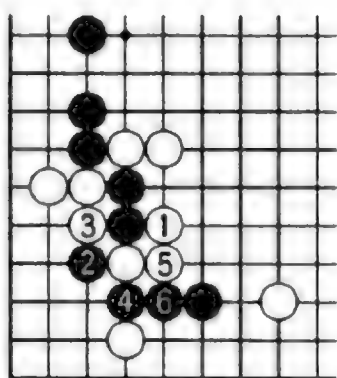
Figure 4 (101 - 140)

4: connects



Dia. 5

10, 18: connect



Dia. 6

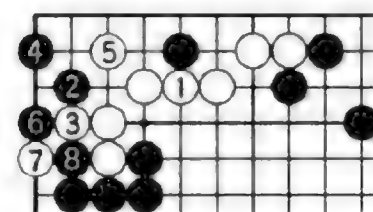
the clever sequence in Dia. 5. If Black tries to save his two stones, White unreels a string of tesujis, then captures him with the placement at 19. However, with Shuko playing black this sequence is just wishful thinking. He had prepared the counter of 2 in Dia. 6, just in case. Black discards two stones and eats up all the profit on the side.

Black 87. Until this point Shuko's sabaki in this area had been brilliant and the game as a whole looked like becoming one of his masterpieces. However, Black 87 is a painfully slow move which spoils all his good work. The exchange for 88 is awful for Black. Black should simply extend at 96; White would still play 88, so Black could switch to 'b' or 'c' for a clear lead.

Black 89. Black 96 is still better. White takes profit by cutting at 96.

Figure 4 (101 - 140). Desperation measures

Black 5 is evidence that Black is getting nervous. Although he succeeds in his aim of keeping sente, the sequence to 16 is counterproductive, as it helps White to strengthen himself. Black should have been more patient, playing 5 at 23.



Dia. 7

In the end, Black plays 23 anyway, after first forcing with 19 and 21. The reason is that if he omitted these moves, White 19 would be sente against the black group below. Being able to play 19 would be a big plus for White, so Black plays 19 to 23 to prevent it, but that makes a mockery of the 5-15 sequence.

White 24. White could also jump in at 25.

White 26. White has now recovered from his inferior start and caught up, thanks to Black's poor play at the bottom.

Black 27. Answering at 28 instead would be a way to lose peacefully.

White 30. If at 1 in Dia. 7, Black uses the tesuji of 4 to get a ko in the corner.

Black 31. Black is beginning to get desperate. He has to try something, but 30 was the correct answer to 29. Black does not make any real gain in the sequence to 38.

Black 39 looks unreasonable, but Black has little choice. He has to attack, and this is White's only weak position.

Figure 5 (141 - 180). An unreasonable attack

Shuko attacked furiously with 57, but Rin rescued both his groups up to 68. Victory for him now seemed certain, and in fact the group of

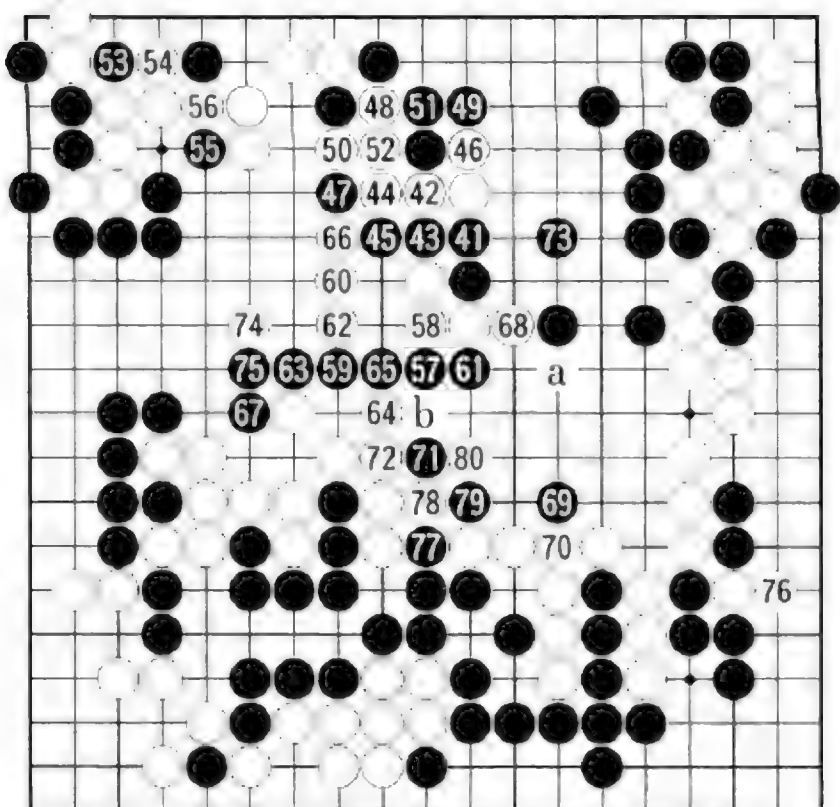
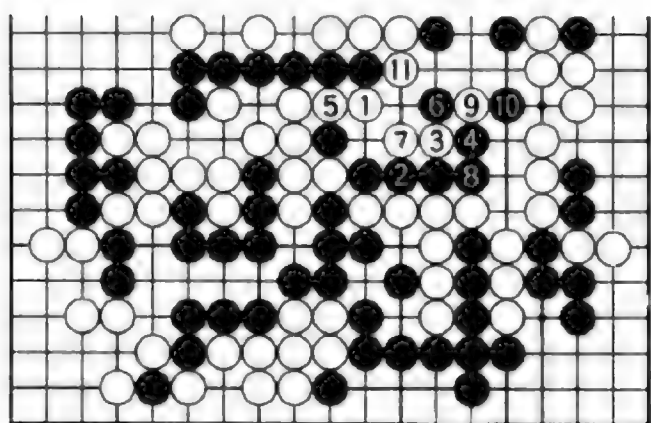


Figure 5 (141 - 180)



Dia. 8

twenty of so professionals in the anteroom shifted their attention from the go board on which they were analysing the game to the TV monitor, in the hope of witnessing the exact moment of the birth of a new Kisei. Only one, Miyamoto Naoki, cautioned that, what with the confused position on the board, it was still too soon to take the result for granted.

Black 73 does more than just save four stones; there is a fearsome aim concealed within this move.

White 76. Rin missed a chance to seal victory with good aji. Playing at either 80 or 'a' would have made him thick in the centre and made the game close on the board.

White 78 is careless: White 'b' would be simpler. As usual in this series, Rin was in time trouble, having gone into byo-yomi on 58.

White 80 falls into the trap that Black has prepared and becomes the losing move. The contact play at 1 in Dia. 8 is an exquisite move which would have got White out of danger. If Rin had discovered this tesuji, he would now be Kisei. After 80 White cannot win.

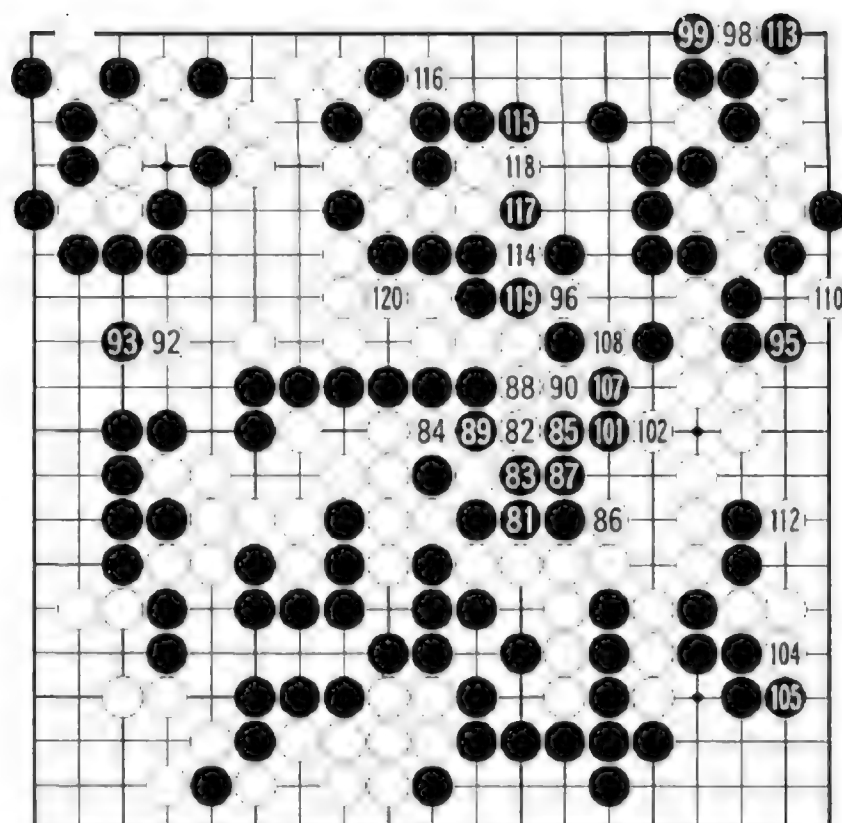
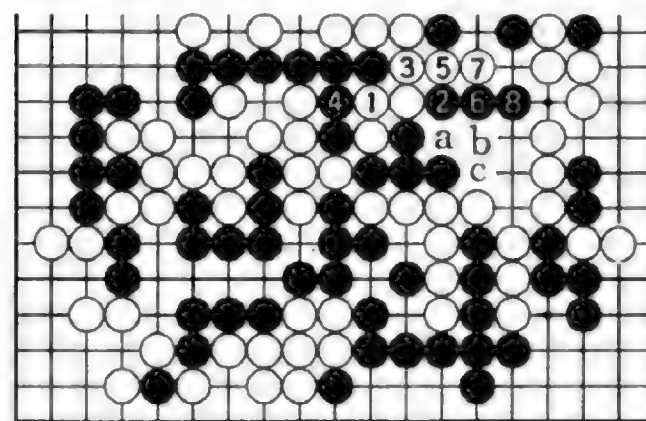


Figure 6 (181 - 220)

Ko: 91, 94, 97, 100, 103, 106, 109;
111: connects



Dia. 9

Figure 6 (181 - 220). *Catastrophe for Rin*

White 84. If White connects at 1 in Dia. 9, he loses the semeai. Apparently Rin hallucinated that he could win by one move with White 'a', Black 'b', White 'c'. He overlooked the fact that Black would simply play at 'c' in response to White 'a'.

After White's mistake, Black is able to set up a ko. White is suffering from a shortage of ko threats, so he loses his large group.

Figure 7 (221 - 282). *A reprieve for Shuko*

After this gift from Rin, Shuko played very cautiously and conservatively. For example, with 33 he could have started a ko with 1 to 6 in Dia. 10, but he preferred to wind up the game as quickly as possible.

Rin usually keeps his composure whatever happens in his games, but he was visibly upset when this game ended. Within sight of victory, he had thrown away his lead with what was by professional standards an elementary lapse in reading.

Black wins by 3½ points.

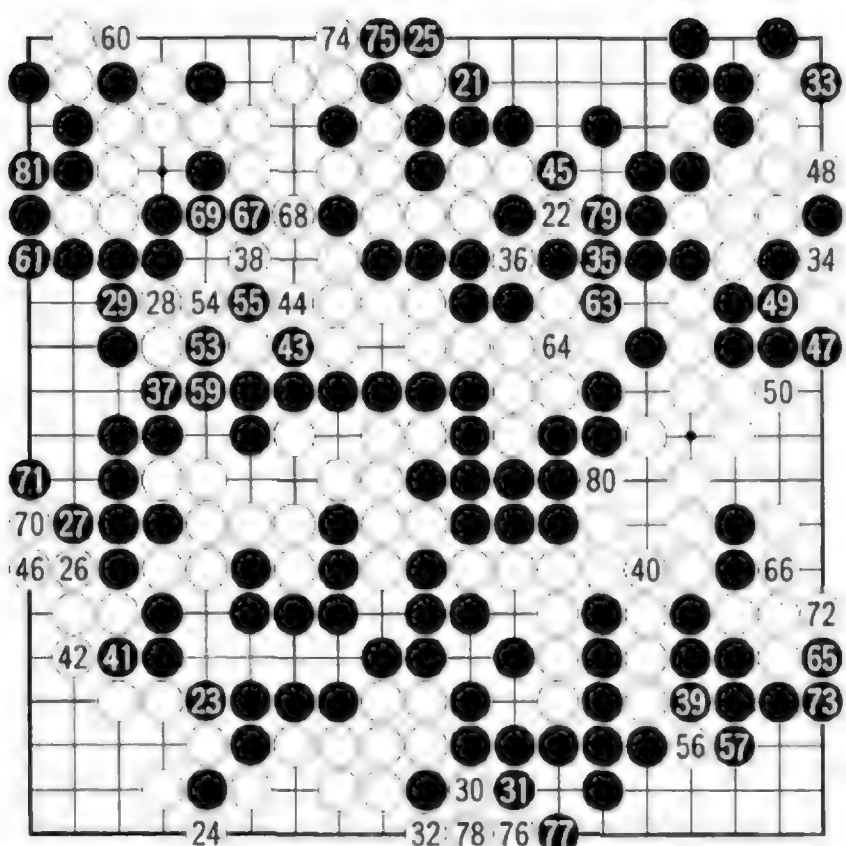
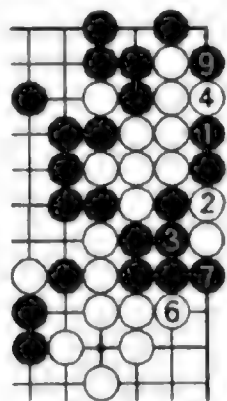


Figure 7 (221 – 282)

51: captures (below 48); 52: recaptures (at 34); 58: ko; 62: connects (at 55); 82: connects (left of 22)



Dia. 10

5: above 2; 8: at 2

Game Seven

White: Fujisawa Shuko

Black: Rin Kaiho

Played on 17, 18 March 1982 in Kanazawa City

Commentary by Fujisawa Shuko

Figure 1 (1 – 40). An unusual tenuki

Black 1 – White 14. The same fuseki as in the fourth game of the 1980 Kisei title match (see GW19, p. 53). Rin is the first to change; in the earlier game he played 15 at 'a'.

White 18. Switching elsewhere after sliding into the corner with 16 is most unusual (White 26 is standard). If an amateur played like this, he would be scolded, but who can scold Shuko?

Black 19. Black has no good way of punishing White for his tenuki. The usual move would be 1 in Dia. 1.

Dia. 1. If Black 1, White will counter with 2 to 6. If next Black 'a', White 'b' becomes sente, while if Black 'c', White pushes down at 'a'. In this result the location of the marked black

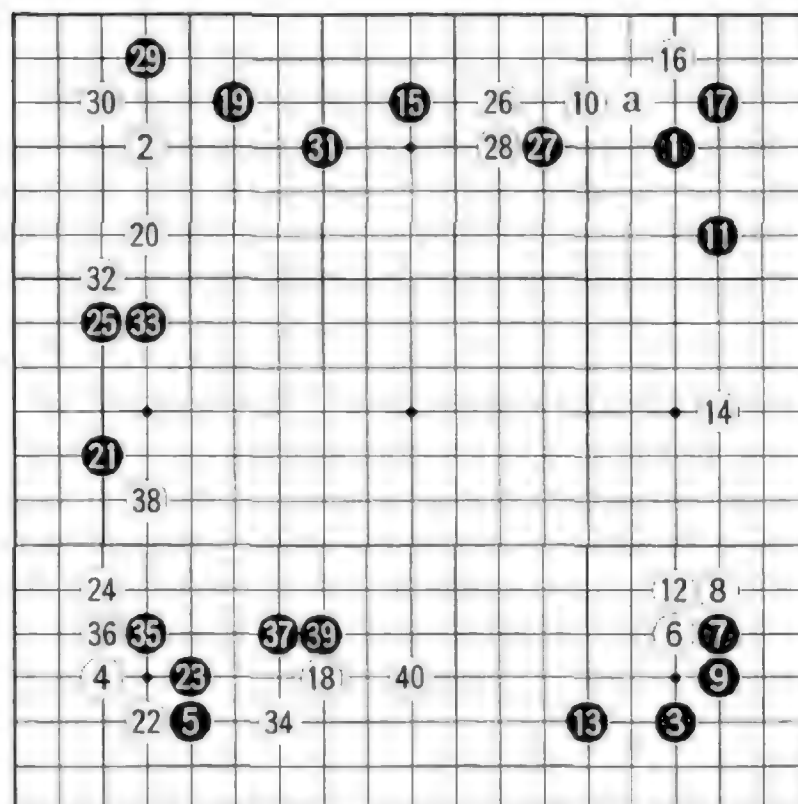
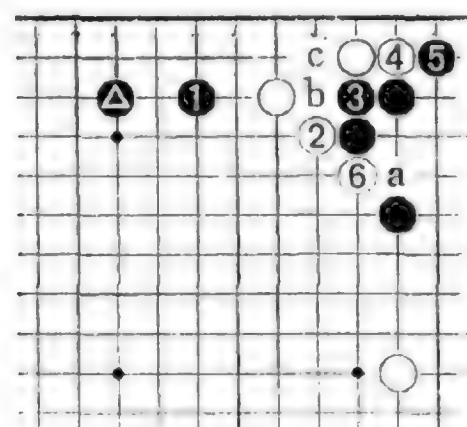
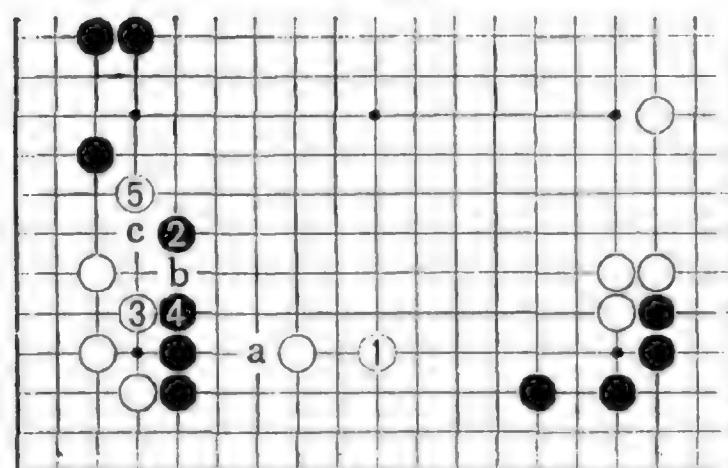


Figure 1 (1 – 40)



Dia. 1



Dia. 2

stone is unsatisfactory.

Black 27. Black makes a forcing move before strengthening his position on the left. Other professionals praised this move, but Shuko asserted that it was bad. The reason is explained later.

White 34. Shuko: 'White 34 is a bad move which made the game too fast-paced. White 1 in Dia. 2 would have been quite good enough. I also considered White 'a', but White 1 occurred to me immediately after I played 34.' White 1 is a 'vague' move which makes it difficult for Black to decide on his response. If Black 2, White drives a wedge between the two black groups with 5; if 2 at 'b', then White 'c'.

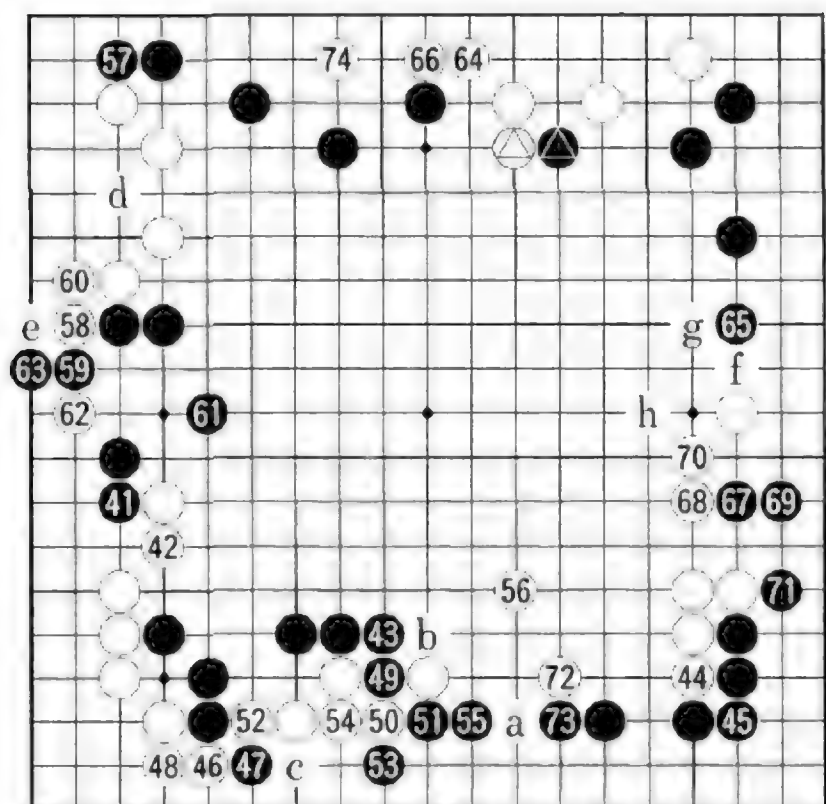
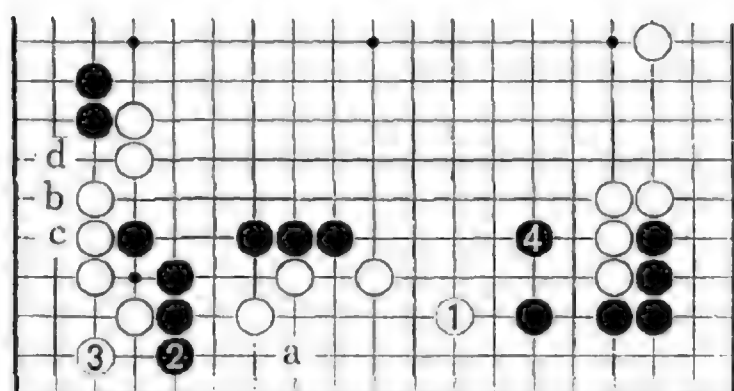


Figure 2 (41 - 74)



Dia. 3

Figure 2 (41 - 74). *Shuko's 'ear-reddening move'?*

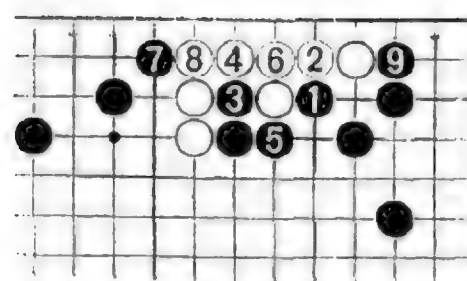
White 46 and 48 were not well received by other professionals for the reason that the three white stones to the right are weakened. The general opinion was that White should play 46 at 'a', but Shuko countered that either they were talking in their sleep or they didn't understand the game of go. His refutation:

Dia. 3. If White extends to 1, Black 2 is annoying. White has to fall back to 3, so his corner territory is considerably reduced. Black also gets the aji of 'a'. Moreover, if the sequence Black 'b' - White 'c' - Black 'd' is played later, it is very difficult for White to tell whether he needs a reinforcement in the corner.

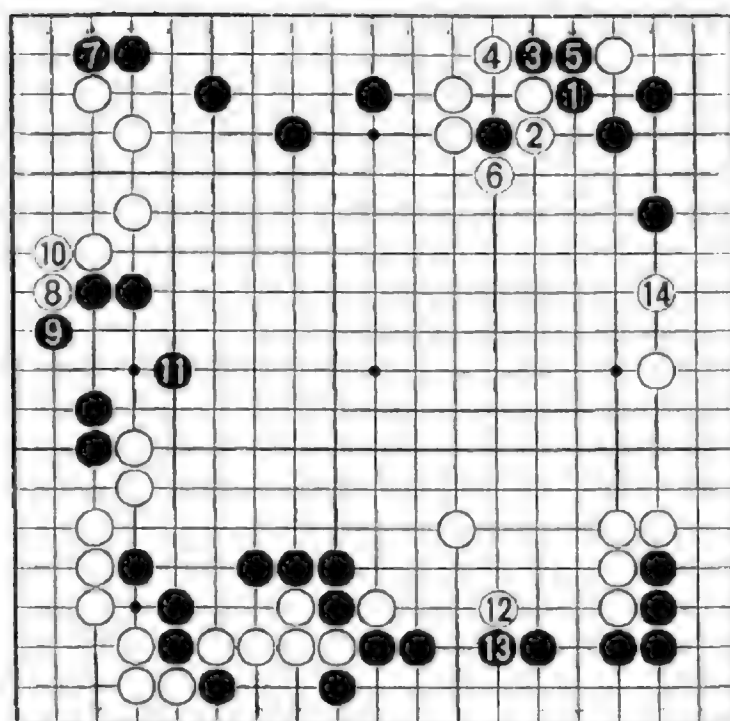
Black 49, 51. Fighting spirit. Rin also considered connecting at 52, in which case White would have played 49, Black 'b', White 'c'.

White 56. A good move which was even compared by some to Shusaku's 'ear-reddening move'. The professionals following the game had agreed that Black was ahead, but when they saw White 56 they revised their opinion, recognizing now that the game was quite even.

Black 57. For the sixth time in this series



Dia. 4



Dia. 5

Rin made the sealed move.

White 58 and 60 defend against the peep at 'd'. Moreover, White takes sente, so he is able to switch to 64. He forces first with 62, though this might lose points, to help his eye-shape by making 'e' sente.

When White plays 64, we see why Shuko considered Black ▲ a bad move, for the exchange for △ is now bad for Black. Usually when Black makes the ▲ move he continues with the forcing sequence in Dia. 4. This result is ideal for Black, as White loses his eye-shape and Black 9 is just about sure to be sente. Black had a chance to play 1 here with 57 in the figure. Dia. 4 would have been unbearable for White, so Shuko planned to answer with 2 in Dia. 5.

Dia. 5. White 2 is a patient move. Black captures a stone, but White builds thickness with 2 to 6 and is satisfied. The players hypothesized the continuation to 14 and concluded that it would have given a close game. This is better for White than Dia. 4, but Rin still regretted not attaching at 1 with 57.

White 66 was played from an excess of fighting spirit, according to Shuko. He should have defended against the invasion with White 'f', Black 'g', White 'h'. The invasion with 67 to 71 gives Black the lead. The game is still close, however, as White gets some compensation at the top.

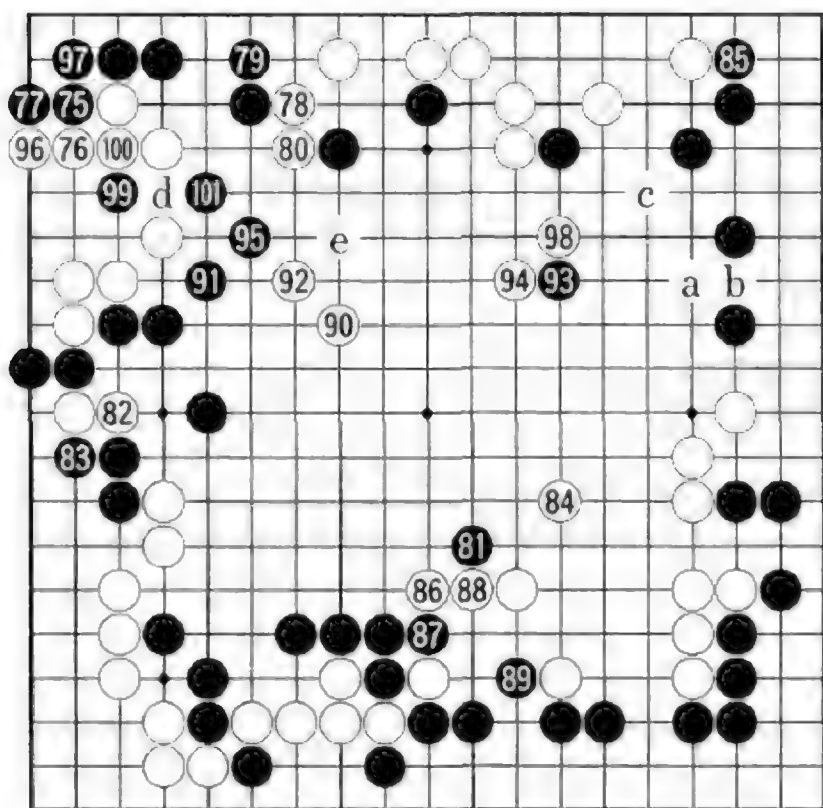


Figure 3 (75 - 101)

Figure 3 (75 - 101). An irretrievable mistake

Black 85 is too small. If Black had defended at 88, he would have been ahead by nearly ten points on the board. White 86 is an excellent move which builds up White's centre position and moreover keeps sente.

White 90. Another excellent move, in the style of 56 in Figure 2. It is more likely based on intuition than on analysis. The game now looks very close.

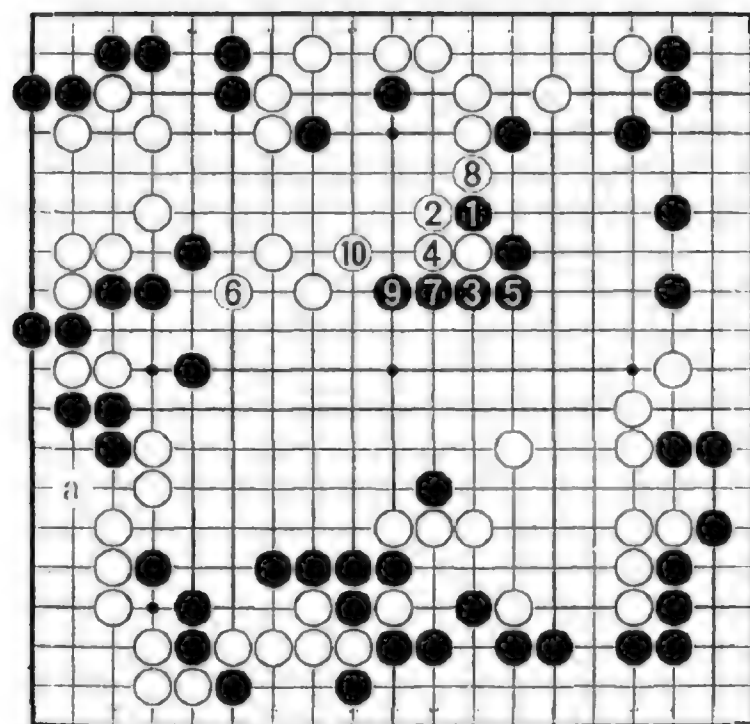
Black 93. Neither player was sure if this was far enough in (in this game it is very hard to estimate the potential of the centre), but if Black had played at 94, Shuko intended to counter-attack with White 'a', Black 'b', White 'c'.

White 94. A solid tackle by the defence. Switching elsewhere in response with 95 is inexplicable: this is the move which lost the title match. As we see a little later, there was a serious flaw in Rin's analysis at this point. The conclusion in the post-game analysis was that Black should have followed Dia. 6.

Dia. 6. Playing 1 to 5 is best for Black. The continuation for White is difficult. Shuko commented that he might have played next at 6, the vital point for putting pressure on the group on the side. If 7 to 10 follow, the game would be very close. In view of that, White might play 8 or 10 at 'a' in an attempt to capture the black group.

White 98. The winning move.

Black 101. A bad misreading by Rin: he thought that White would have to answer at 'd', after



Dia. 6

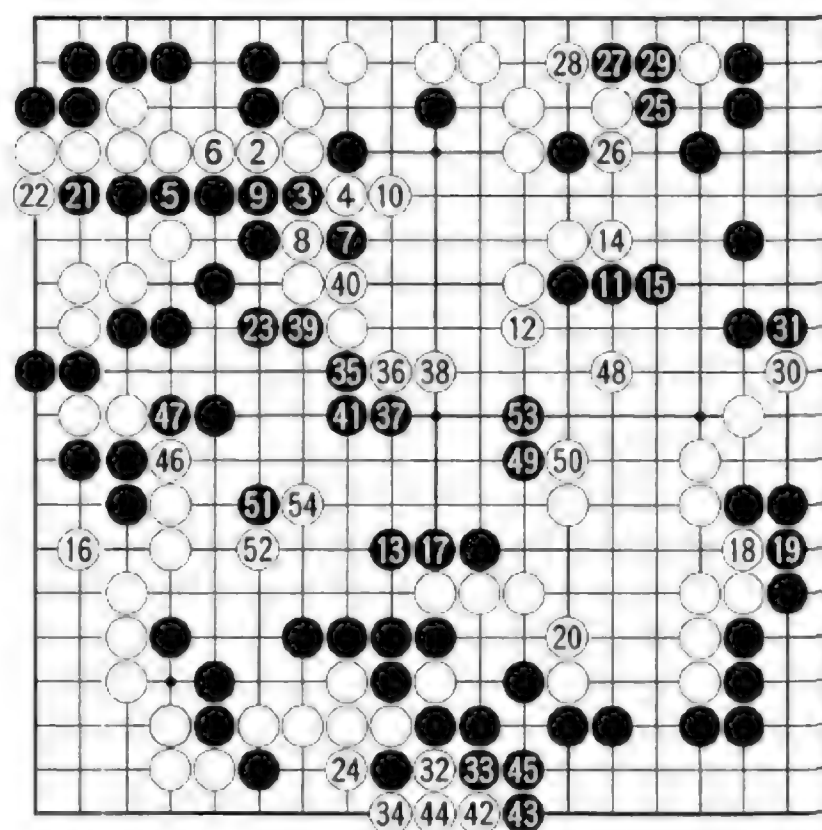


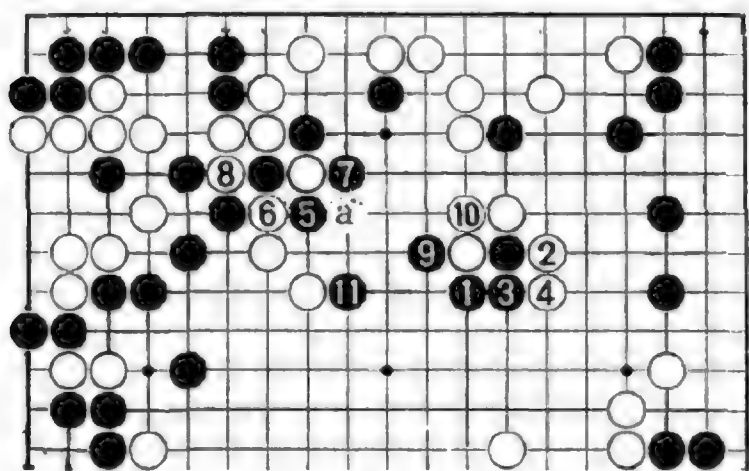
Figure 4 (102 - 154)

which he could jump in at 'e'. This assumption was the faulty premise for his tenuki with 95.

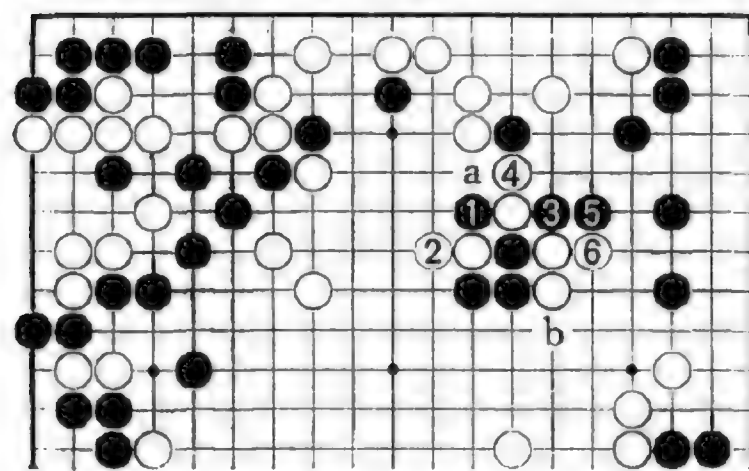
Figure 4 (102 - 154). Anticlimax

White neatly defends against Black 7 and sets up a connection for the group on the side (if Black cuts with 5 at 6, White easily lives on the side). Black 5 only makes a small reduction in White's territory and is insufficient compensation for White 98 in Figure 3.

Black 5 and 7 destroy all the aji here. Rin's last chance of making a fight of it was to hane at 1 in Dia. 7 (next page). If White 2 at 9, the game would become close again, so White would fight back with 2 and 4. Black could try 5 and 7 next; if 6 etc., there is no telling what will happen after 11. Consequently, White would probably compro-



Dia. 7



Dia. 8

mise by playing 6 at 7; if then Black 6, White turns at 'a'. This way there is a strong possibility that Black will lose his three stones (Black 1 etc.) to the right, so an upset is unlikely. Even so, Black would at least have an outside chance, so it would be worth trying. (Note that if Black plays 5 and 7 first, then plays 1 next, White will be happy to give way at 9, since capturing 5 and 7 would be a gain.) Instead of 5 —

Dia. 8. Black 1 might look good, as 3 and 5 make miai of the ladder at 'a' and 'b', but White has the exquisite tesuji of 6 as a counter.

Black played on for nearly fifty moves, but he had no further chance of getting back into the game. When he resigned, White seemed to be ahead even on the board.

Black resigns after White 154.

In this series Rin seems to have been defeated by Shuko's skilful use of thickness. Also, he made the mistake of trying too hard when he got ahead. Perhaps this was because he was always in time trouble and so could not make precise calculations of the score. Losing the sixth game when he seemed to have it all sewn up must have been especially painful.

Rin was his usual cheerful self even after losing the seventh game. His comment on the series: 'I learnt a lot. I am satisfied with lasting to the seventh game.'

For his part, Shuko was not jubilant at his

The Kisei Title

1 (1977). Fujisawa defeated Hashimoto Uтаро 4 — 1.

2 (1978). Fujisawa defeated Kato 4 — 3.

3 (1979). Fujisawa defeated Ishida 4 — 1.

4 (1980). Fujisawa defeated Rin 4 — 1.

5 (1981). Fujisawa defeated Otake 4 — 0.

6 (1982). Fujisawa defeated Rin 4 — 3.



Fujisawa Shuko, in haori and hakama, at the Kisei title award ceremony.

win. 'I played so badly that I don't really feel that I've won. I have to study go all over again. No grog for me.'

Shuko seems to have been genuinely dissatisfied with his performance in this match, for he kept his word and didn't go on his usual drinking binge after defending his title. After all, the problems that he had getting into condition before the match probably contributed to his lacklustre performance at the start. Apparently his bout of abstinence lasted for all of ten days before he gave in and started celebrating his victory properly.

(Games Two to Six were translated from the Yomiuri newspaper commentaries and Game Seven from the May 1982 'Kido'. Translator John Power.)

The 4th World Amateur Go Championship

Once again the Chinese starred at the world amateur go championship. Although there were only two players in their team, they took the first and second places, the third time in three championships that they have shut other countries out of the final. The other notable point about this year's tournament was that players from outside the Orient had their best year yet, taking half of the top sixteen places and monopolizing the 5th to 8th places. The star was Fernando Aguilar of Argentina who, making his third appearance in this championship, played brilliantly to finish in 5th place. Once again, the Japanese were disappointed with their performance and had to content themselves with third place. The Chinese have clearly established themselves as the best amateur go players in the world, and the news that they have decided to establish a system of professional players must have been some consolation to their unfortunate opponents.

The tournament system was changed again this year: in addition to the Main Tournament (see chart) and the Losers Tournament, playoffs were held to decide the 1st to 31st places (there should have been 32, but the Polish representative forfeited his place).

The 5th championship will be held in Osaka on 14 — 18 February, 1983. There will be 32 players from 32 countries participating, so we should see some new countries making the final four.

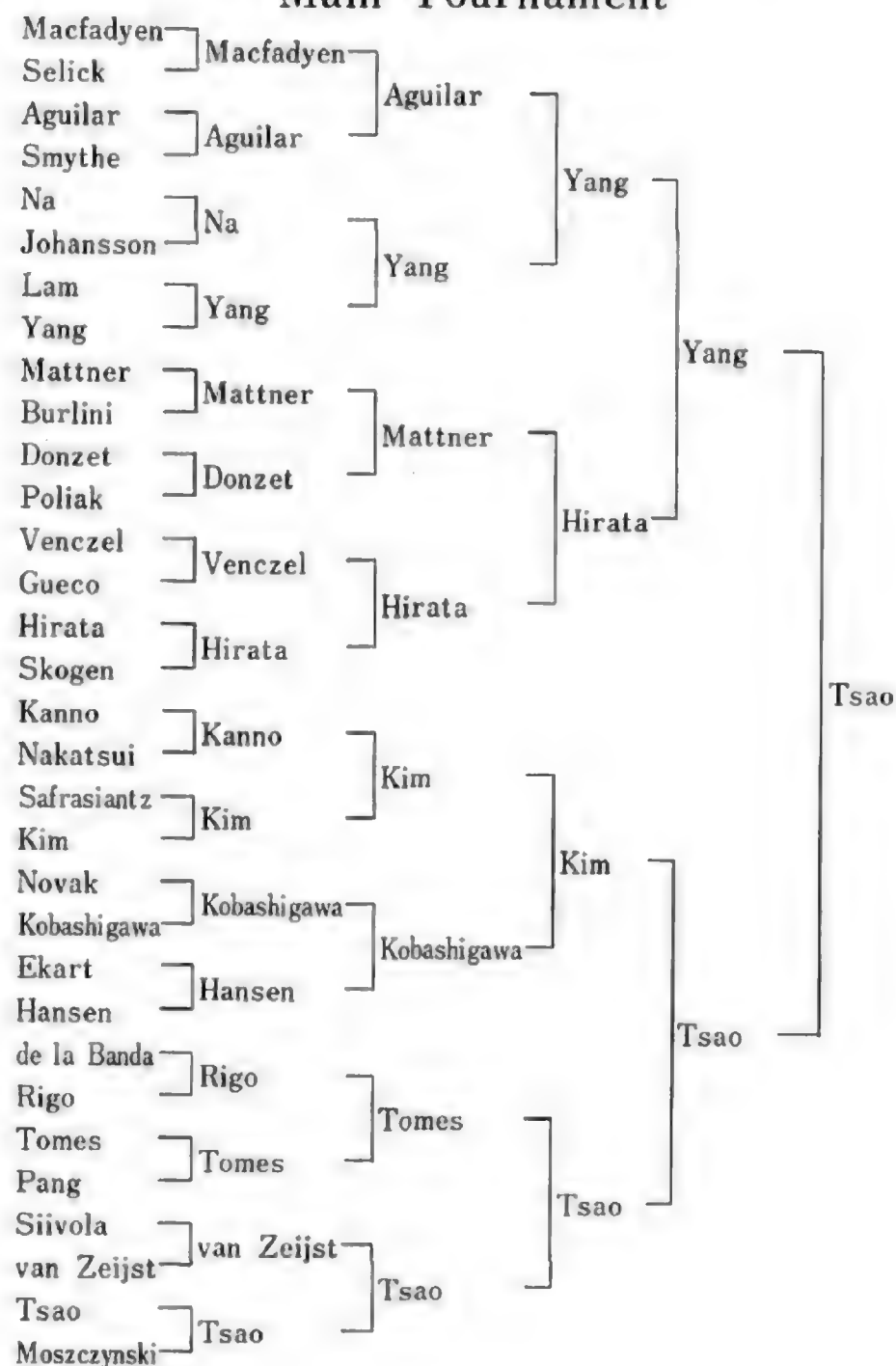


*The 1982 World Amateur Go Champion
Tsao Ta-yuan, age 19, of China*

Placings

- | | |
|--------------------------|--------------------------------|
| 1: Tsao (China) | 17: Selick (Canada) |
| 2: Yang (China) | 18: Garcia de la Banda (Spain) |
| 3: Hirata (Japan) | 19: Donzet (France) |
| 4: Kim (Korea) | 20: Poliak (Czech.) |
| 5: Aguilar (Argentina) | 21: Rigo (Hungary) |
| 6: Kobashigawa (U.S.A.) | 22: Siivola (Finland) |
| 7: Mattner (W.Germany) | 23: Venczel (Rumania) |
| 8: Tmes (New Zealand) | 24: Gueco (Philippines) |
| 9: Na (Korea) | 25: Ekart (Yugoslavia) |
| 10: Kanno (Japan) | 26: Johansson (Sweden) |
| 11: Novak (Austria) | 27: Pang (Singapore) |
| 12: van Zeijst (Holland) | 28: Burlini (Italy) |
| 13: Lam (Hong Kong) | 29: Smythe (Australia) |
| 14: Macfadyen (U.K.) | 30: Safrasiantz (Switzerland) |
| 15: Hansen (Denmark) | 31: Skogen (Norway) |
| 16: Nakatsui (Brazil) | |

Main Tournament



GAMES FROM THE FOURTH WORLD AMATEUR CHAMPIONSHIP

Championship Final

Black: Tsao Ta-yuan (China)

White: Yang Chin-hua (China)

For the third time in four years, the two finalists in this tournament were both Chinese. Tsao, 19 years old, works in a textile machinery factory in Shanghai. Yang, 29, is with the Chinese Department of Mines. Both began playing go at the age of 11.

The commentary below was given by Otake Hideo 9-dan during the afternoon of the game, with the editor of this magazine interpreting so that non-oriental contestants in the audience could put questions.

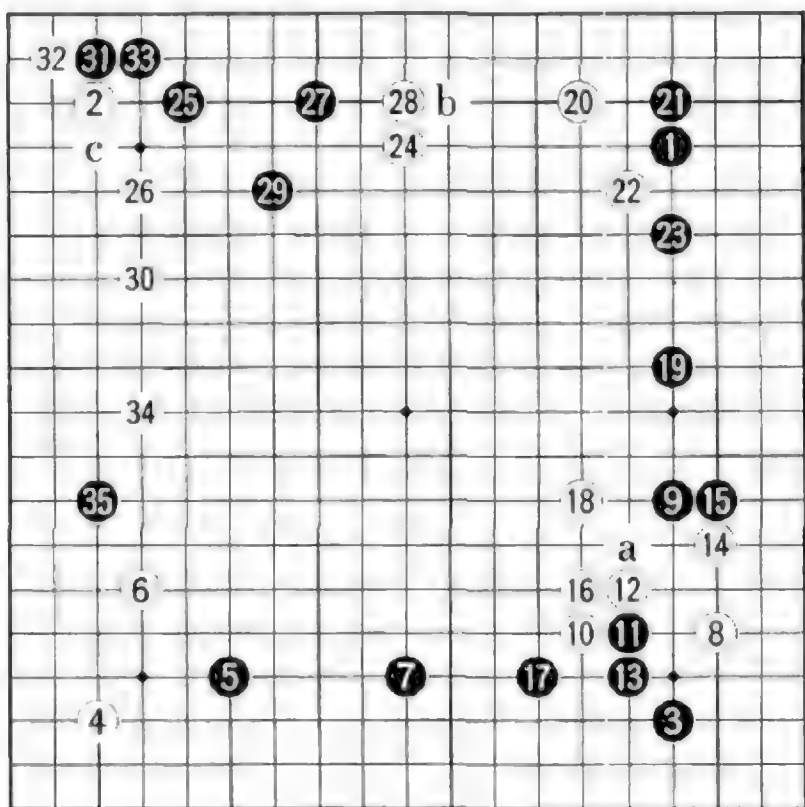


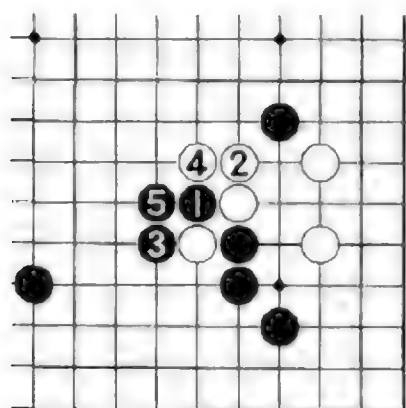
Figure 1 (1 - 35)

Figure 1 (1 - 35)

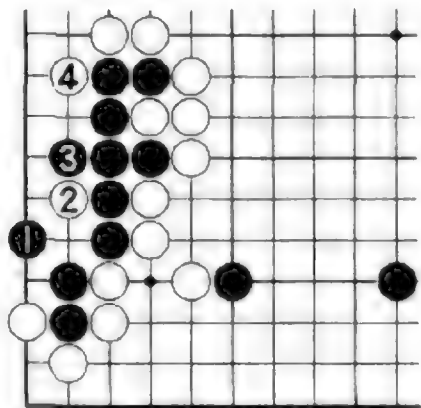
Black 15. One of the contestants watching suggested that Black cut at 1 in Dia. 1, but this makes his position dangerously overconcentrated toward the lower side.

White 16. White 'a' would also be good.

White 22 is an unusually direct move. Most players would extend to 'b', aiming at a later invasion of the right.



Dia. 1



Dia. 2

Black 23 left extremely bad aji. The correct move in this shape is a knight's move one line to the right.

White 34 should have been a line lower. Since Black has the possibility of 'c', the lower left is more important to White than the upper left.

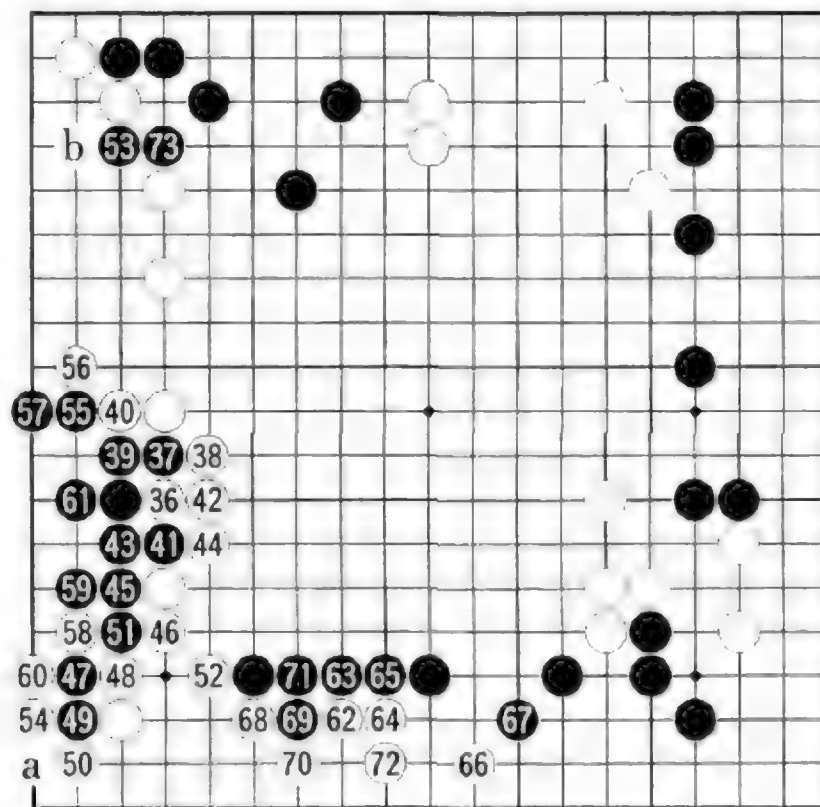


Figure 2 (36 - 73)

Figure 2 (36 - 73)

White 36 etc. are a middle-game joseki.

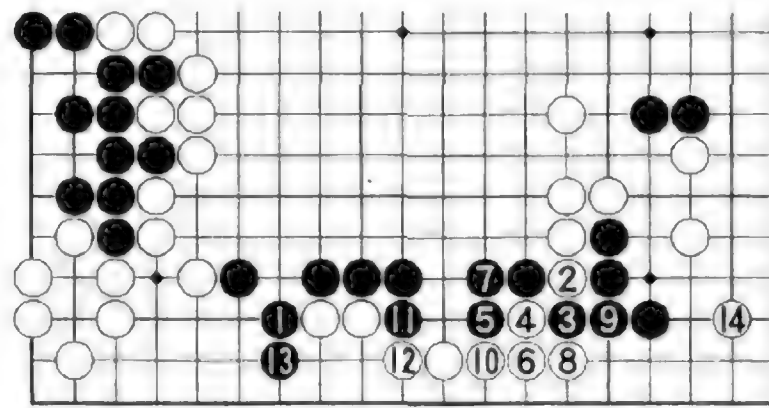
Black 53 is non-urgent. Black should have at 'a'. Apparently Tsao overlooked White 54.

Black 55. If Black responds at 1 in Dia. 2, he dies. He therefore has no choice but to let White capture two stones in sente.

White 62 shows fighting spirit, but defending at 'b' is bigger.

White 66 aims at cutting through with 2 and 4 in Dia. 3 if Black blocks at 1. After 14, White wins the capturing race.

White 72. White has taken a large profit, but Black 73 is also big. At this point, the game looks close.



Dia. 3

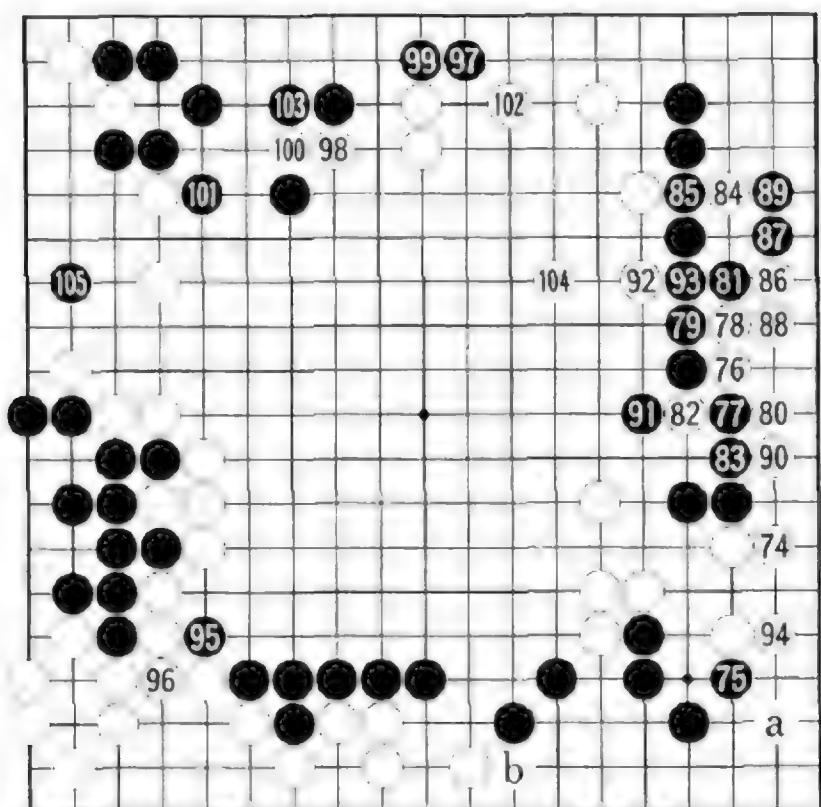


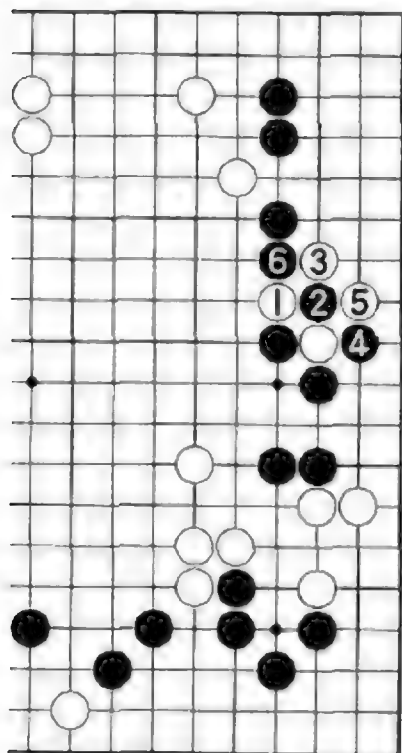
Figure 3 (74 - 105)

Figure 3 (74 - 105)

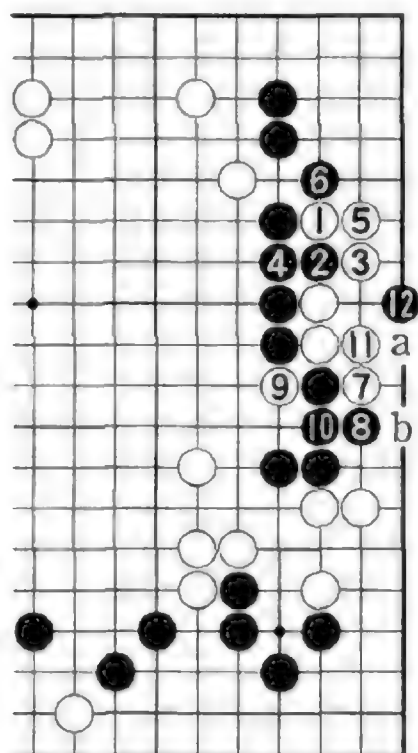
White 74 - Black 75. This exchange causes White a major loss, for Black 75 is worth nearly twenty points. Yang must have been thinking that White 74 and the gap at 85 would enable him to do something spectacular on the right side, but he turned out to be mistaken. As one of the contestants watching suggested, he should have played 74 at 'a'. After White 'a', White 'b' would make Black's entire lower-side group unsteady.

White 78. Since this leads to an inadequate result, perhaps White should have played 1 in Dia. 4 and fought a ko.

White 80. White would like to play 1 in Dia. 5, but the sequence through 12 ends in White's outright loss, and White 11 at 'a', Black 'b' gives only an indirect ko.



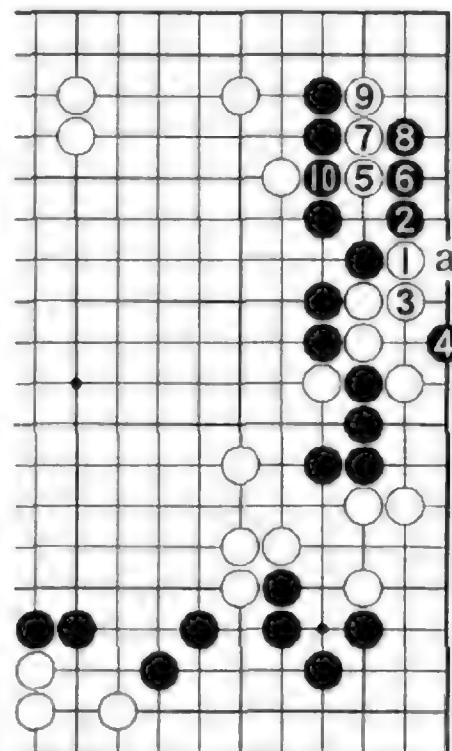
Dia. 4



Dia. 5

White 94 is necessary to secure eye shape for White's group as a whole, so White ends in gote. If anything, Black has more territory than before the invasion began, and the weakness at 85 is gone. What if White omits the 84-85 exchange and

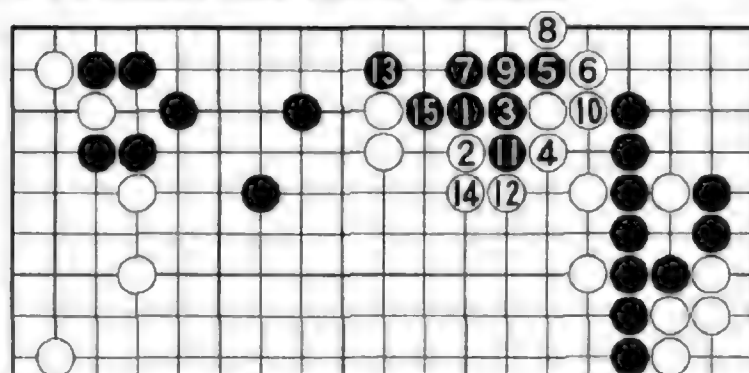
just plays 1 and 3 in Dia. 6 (a question asked by Aguilar of Argentina)? White would like to do that, but Black kills him with 4 (or 'a'). White 5 is now too late; Black answers with 6 and 8. White has only three liberties on the right side, so if he extends at 9, Black can connect at 10.



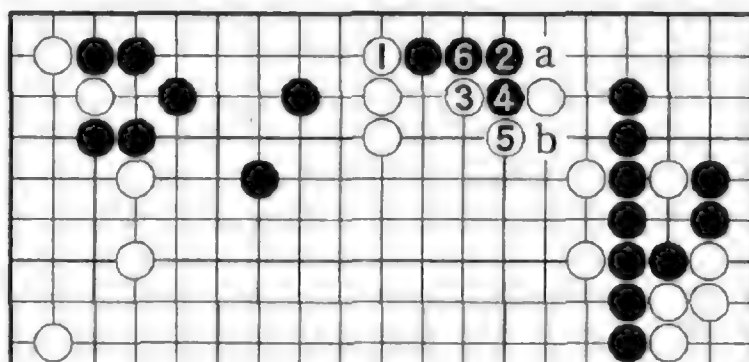
Dia. 6

Black 97. Now that Black has become strong to the right, he can invade. He chooses a particularly sharp invasion point.

Dia. 7. The standard invasion at 1 is also possible, but while Black eliminates White's territory, White 6 and 10 harm the corner and White 14 makes nice central thickness.



Dia. 7



Dia. 8

White 98. If White blocks at 1 in Dia. 8, Black plays 2 and 4, then connects at 6, leaving 'a' and 'b' as miai.

Black 99. With this, the balance of territory crumbles. White's failure on the right and Black's success at the top have decided the outcome of the game.

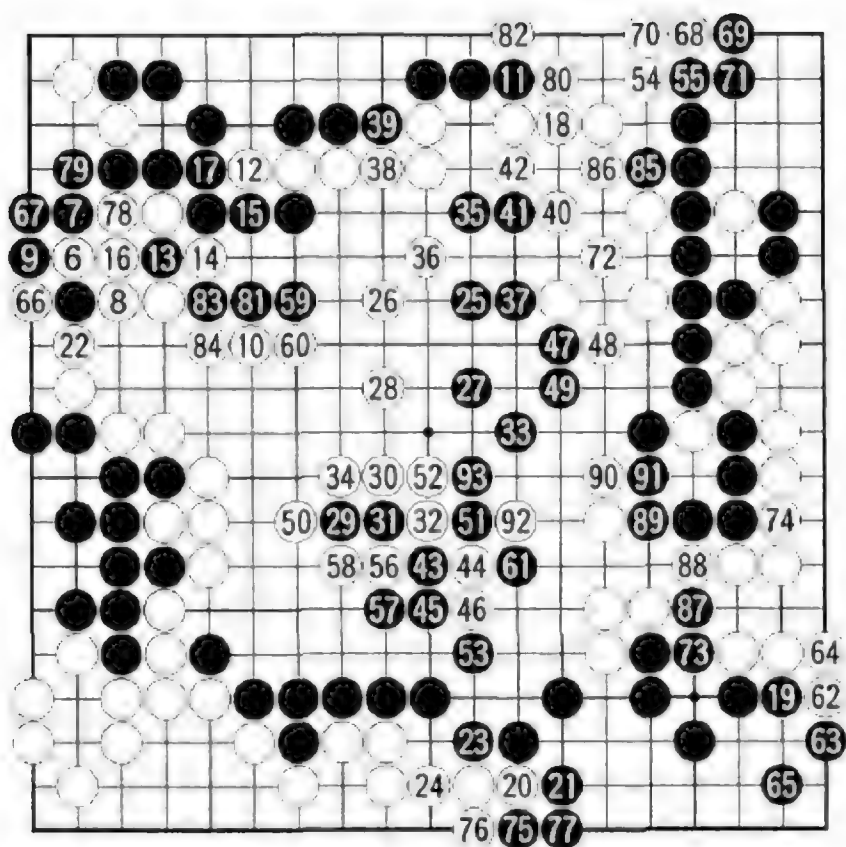


Figure 4 (106 – 193)

Figure 4 (106 – 193)

White 22 is small. The endgame is making Black's lead increasingly clear. White is over ten points behind on the board when he resigns.

Tsao's game represents the very top level of amateur go; in fact, he could play on even terms with quite a few Japanese professionals. From the professional viewpoint, however, there is still an element lacking. He has good balance and strength to stand up in a fight, but his moves do not have the kind of hard punch that can instill fear. However, he is only nineteen; one hopes he will acquire that kind of power in the future.

White resigns after Black 193.

Play-off for 5th place

Black: Fernando Aguilar (Argentina)

White: Sidney Kobashigawa (U. S. A.)

One promising sign this year was that players from the Southern Hemisphere, who had been virtually winless in the past, made a nearly even record, each winning at least two games. Leading the way was Aguilar, whose 5th-place finish set a new high-water mark for participants from outside the Orient. Battling him for this position was Sidney Kobashigawa, a computer engineer from California.

Figure 1 (1 – 43)

As a sign of the worldwide spread of go, these two amateurs from the Americas played an opening little different from what one sees in Japanese professional go. The order of Black

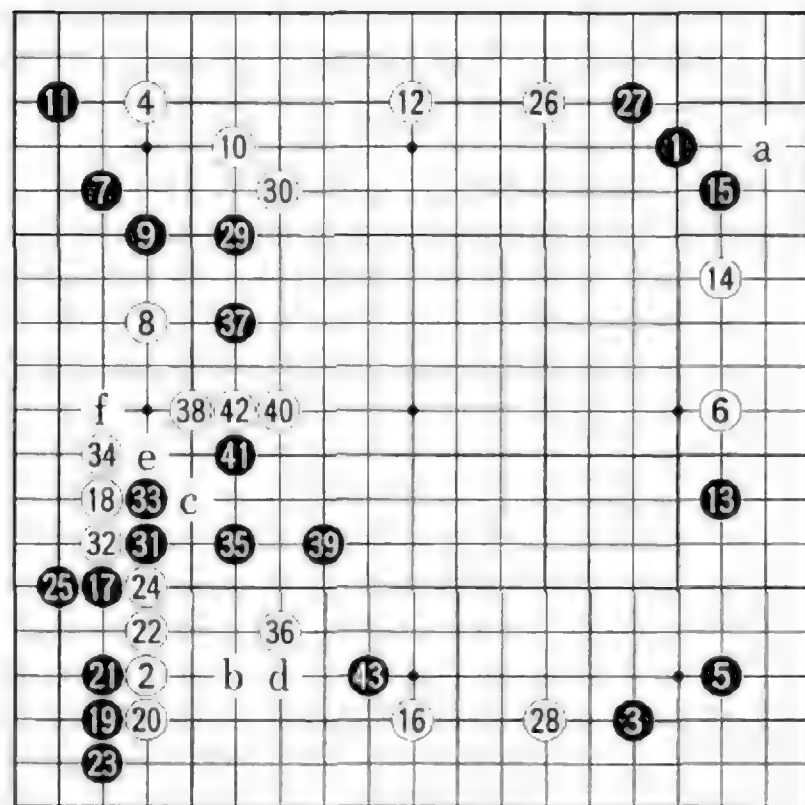


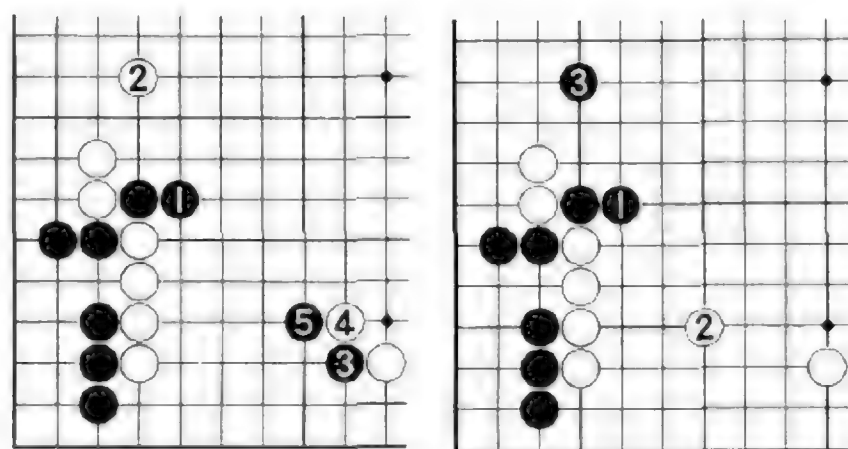
Figure 1 (1 – 43)

3 and 5 is unusual, but is often adopted by Ishida 9-dan. Black 13 is large, and Black 15 is correct. (Black 26, allowing White 'a', would be unsatisfactory.) For White 18 the standard move is 'b', but White 18 was not bad.

White 30. A greedy move that leads to trouble. White should defend at 'c', which would also develop his lower-side framework.

Black 31. A natural move, creating a tense position for White. But Black 33 was a mistake.

Dia. 1. In this shape Black should always stand at 1. Although that may appear less forceful, it aims at severe attacks on both sides. If White defends the left side with 2, Black can do damage below with 3 and 5.



Dia. 1

Dia. 2

Dia. 2. If White defends the bottom with 2, Black attacks strongly on the left with 3.

White 36 is too high, leaving a gap that Black hits with 43. White 'd' is correct.

Black 37. If Black had first exchanged 'e' for 'f', then capped at 37, White would have been in more serious trouble. As it was, White easily got out into the center with 38 and 40.

In this type of fight, containing the opponent makes an enormous difference.

Black 43. White pays the penalty for 36.

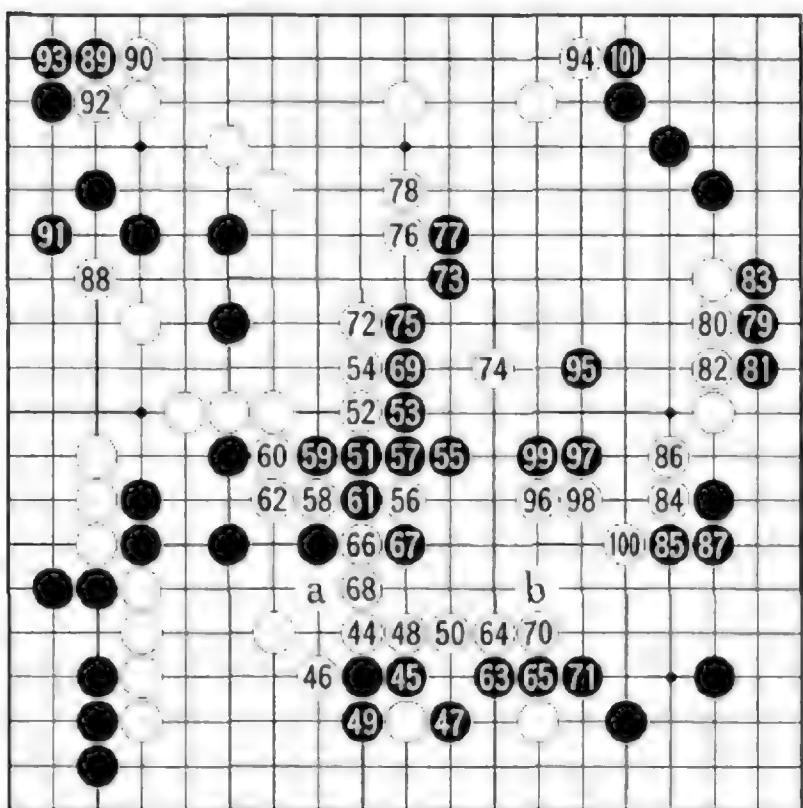
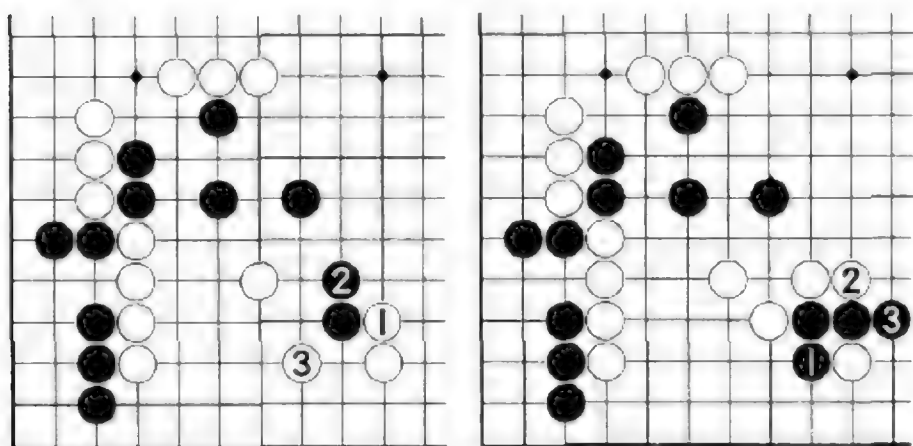


Figure 2 (44 - 101)

Figure 2 (44 - 101)

White 44 is an unheard-of move which, by provoking Black 45, splits White's own position apart.

Dia. 3. White should link up with 1 and 3.



Dia. 3

Dia. 4

White 46 is the same kind of mistake as 44.

Black 47 is an unnecessary concession.

Dia. 4. Black 1 is the right move. If White 2, Black 3.

Black 51. At this point, with the sides and corners nearly played out, Black has a clear lead from his large gain at the bottom, but White soon catches him unaware.

Black 55 is careless. If Black wants to make this diagonal connection, he must first peep at 'a'; if he does not want to peep, then he must connect solidly at 57.

White 56, 58. White picks up an unexpected twenty points and gets back into the game.

White 64 is another self-splitting move. A

knight's move to 'b' would be better.

White 74 and 76. White takes aim at Black's center group.

Black 79 is a clear overplay. Black should attack less impetuously by playing 95. The sequence from 79 to 87 converts White's weak group, which should have been quite a burden to defend, into thickness.

White 94. White misses his prime opportunity. He should attack the center at 99.

Black 95. Black preempts White's attack, and White's chances of winning suddenly become remote.

Black 101. At this point Black can probably calculate that he has the game won. That may have caused him to ease up in the endgame, during which White made considerable gains.

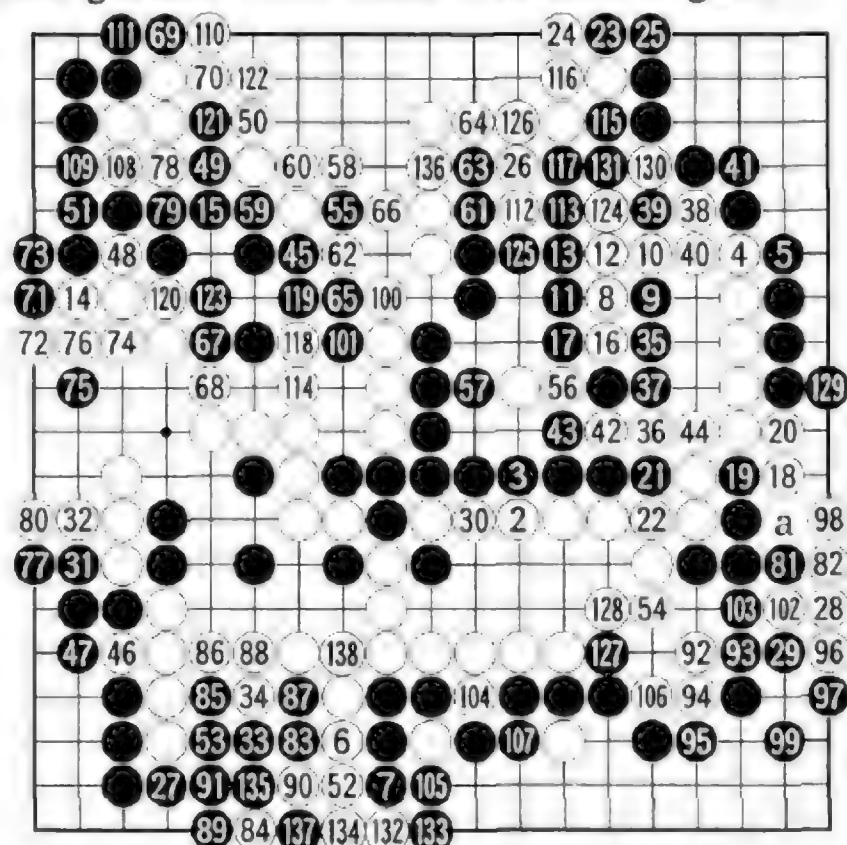


Figure 3 (102 - 238)

Figure 3 (102 - 238)

Black 23 and 25 are reverse sente, but premature because the upper side is still thin. A better reverse sente move would be Black 'a', protecting against threats like White 93.

Black wins by 4½ points.

Aguilar is probably the strongest player in South America; perhaps being continental champion is more significant than being world champion. In Japan he would play at the prefectural champion level. Kobashigawa shows some signs of inexperience and bad style but is dangerous in a fight. Such opponents are harder to handle than those with good style but no fighting strength.

Play-off for 7th place

Black: Lutz Mattner (F. R. Germany)

White: Ray Tones (New Zealand)

This was one of the shortest games of the tournament, but it had interesting content. Typical of the best amateur games, it featured a large fight that hung in balance until the very end.

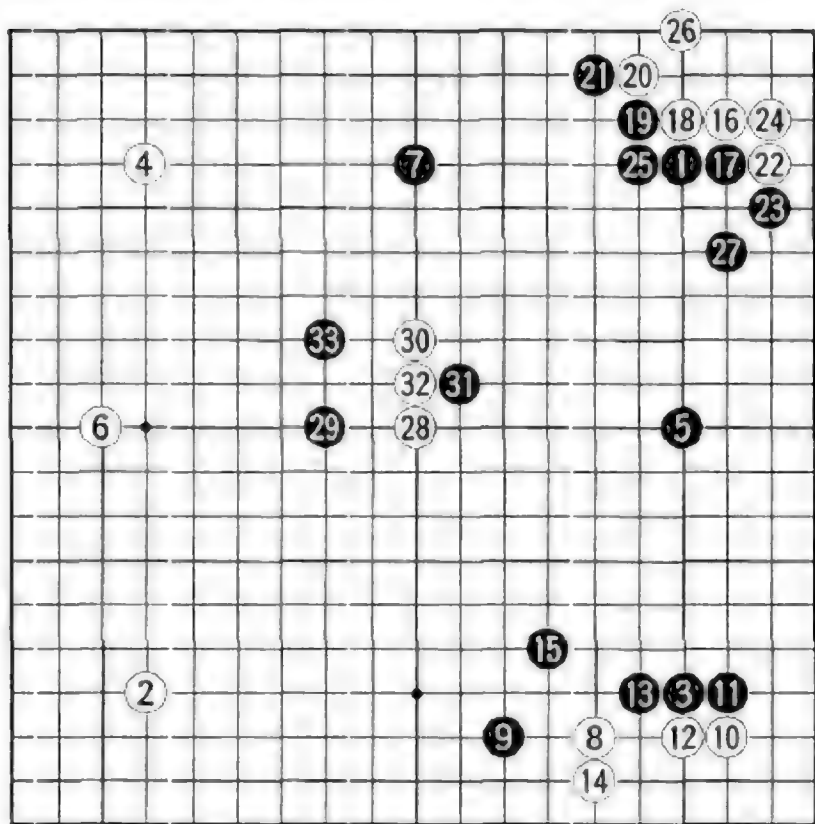


Figure 1 (1 - 33)

Figure 1 (1 - 33)

Black 1-15. The opening so far, with both sides occupying the star points and Black building a large framework, virtually guarantees a fighting game.

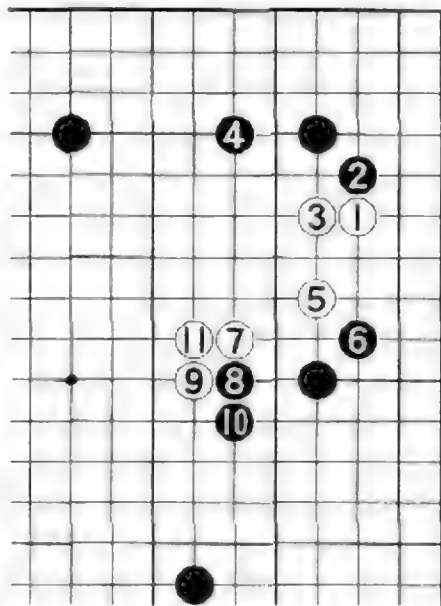
White 16 is the first doubtful move. Invading at the 3-3 point this early makes the game too simple.

Dia. 1. White should have played 1. The sequence through 11 is a possible continuation.

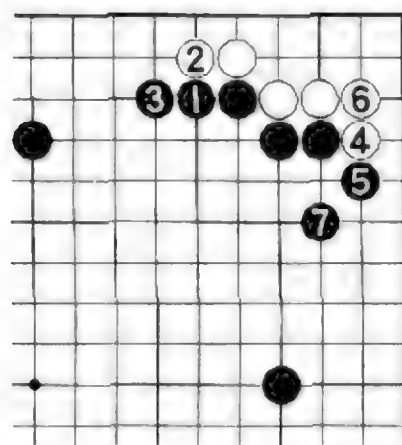
Black 17 blocks on the correct side.

Black 21 is playable, but the simple move at 1 in *Dia. 2* is better.

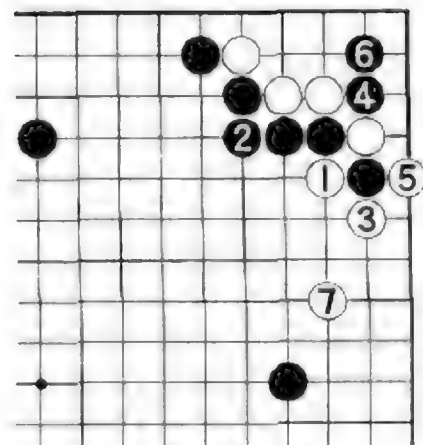
Dia. 2. This result would work well with Black's position in the lower right, giving him the upper hand. A 3-3 point invasion in the very beginning of the game usually leads to the invader's disadvantage. Before invading, you have to create a surrounding position that will make the invasion effective. If you want proof,



Dia. 1



Dia. 2



Dia. 3

next time you give someone four stones, try starting by invading all four corners at the three-three point (which should be easy because White keeps sente in the joseki), then see if you can win.

White 24. White misses a chance to escape from the corner with the joseki in *Dia. 3*.

Dia. 3. Although Black takes the corner profit, he loses his larger prospects on the right side.

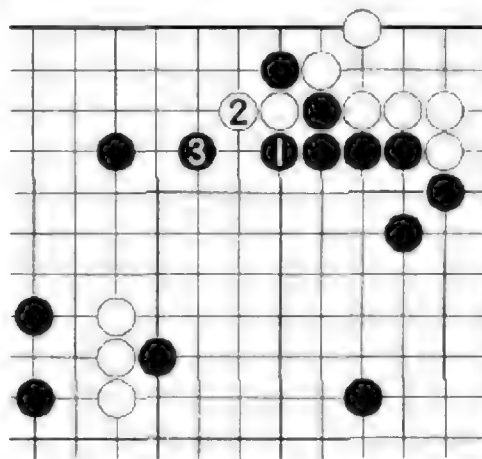
White 28. A very conservative reducing move.

Black 29. And a very spirited response.

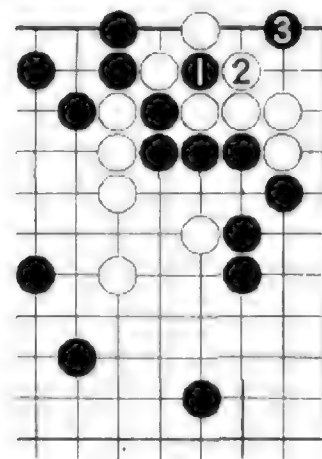
Figure 2 (34 - 63)

Black 35. Again spirited, but too stubborn.

Dia. 4. Black should play 1 and 3. White would gain only a little profit, and his center position would be seriously weakened.



Dia. 4



Dia. 5

White 38 is much too high-handed. White should defend the center at 43.

Black 45 threatens to kill the corner with the combination in *Dia. 5*, but it digresses from the flow of the fight. Black should divide White with 1 and 3 in *Dia. 6*.

White 48. White should connect at 49. Both sides have traded erratic moves.

Black 51 rushes the attack. Black should extend at 55.

White 58. White has overlooked Black's tesuji at 63. White 1 and 3 in *Dia. 7* are the correct moves.

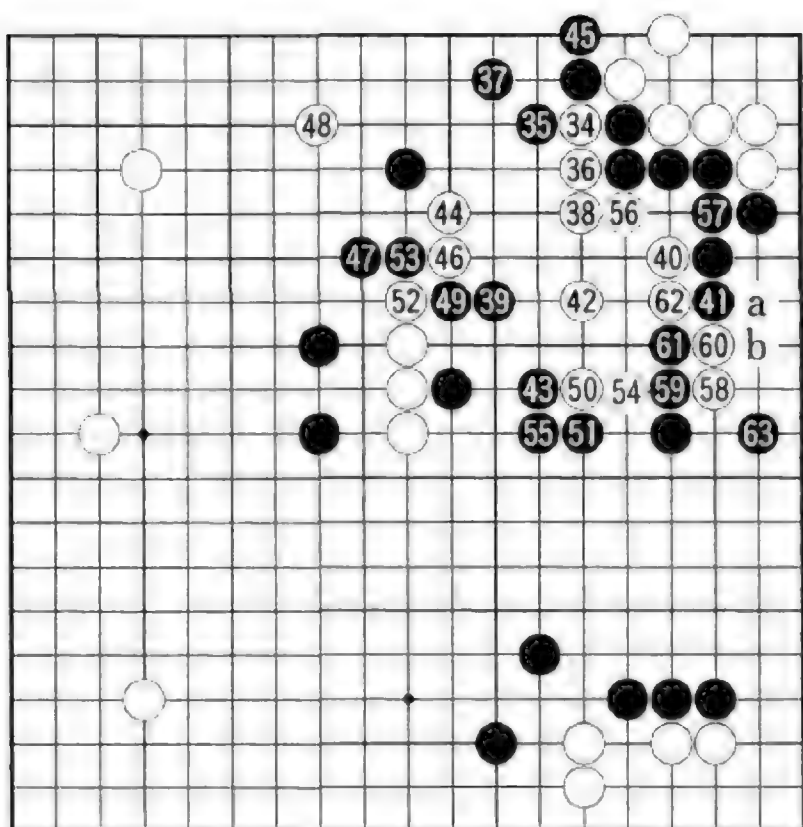


Figure 2 (34 - 63)

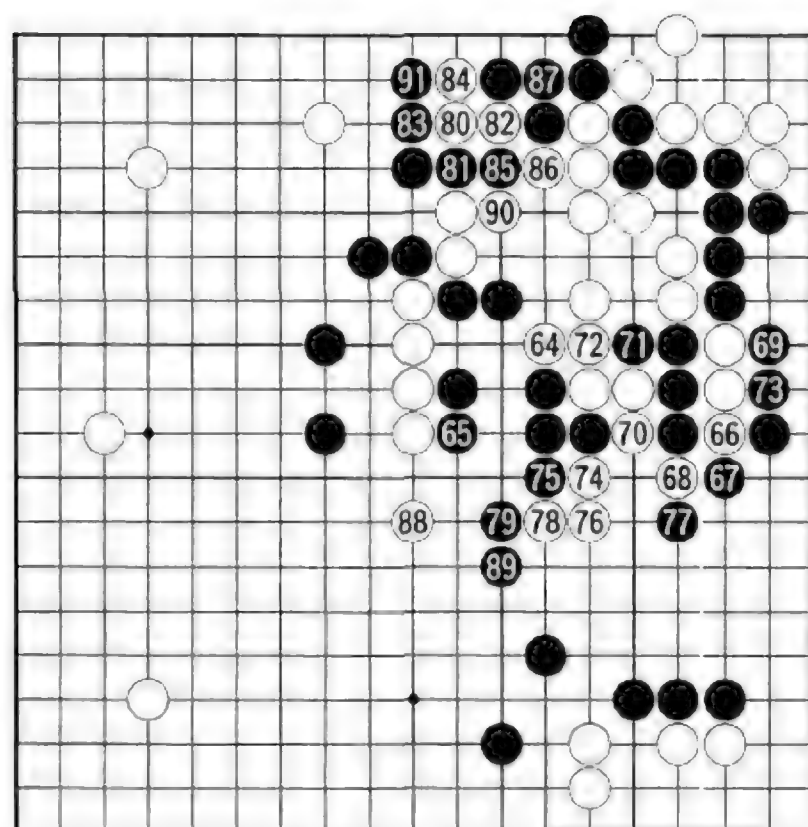


Figure 3 (64 - 91)

ko threat at 'a'.

White resigns after Black 91.

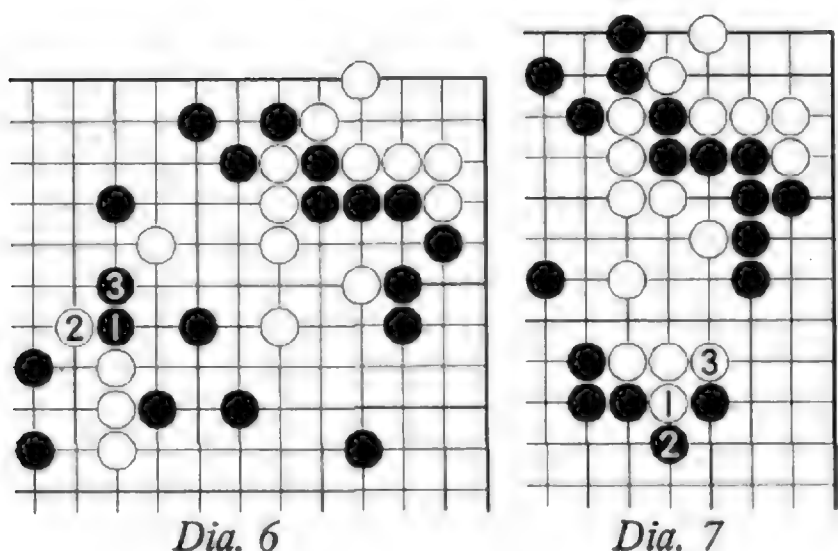
Tomes' greatest regret in this game was the exchange of 56 for 57 in Figure 2. If White leaves this unplayed, so that he can make a throw-in at 57, Black 63 does not work.

Play-off for 11th place

Black: Ernst Novak (Austria)

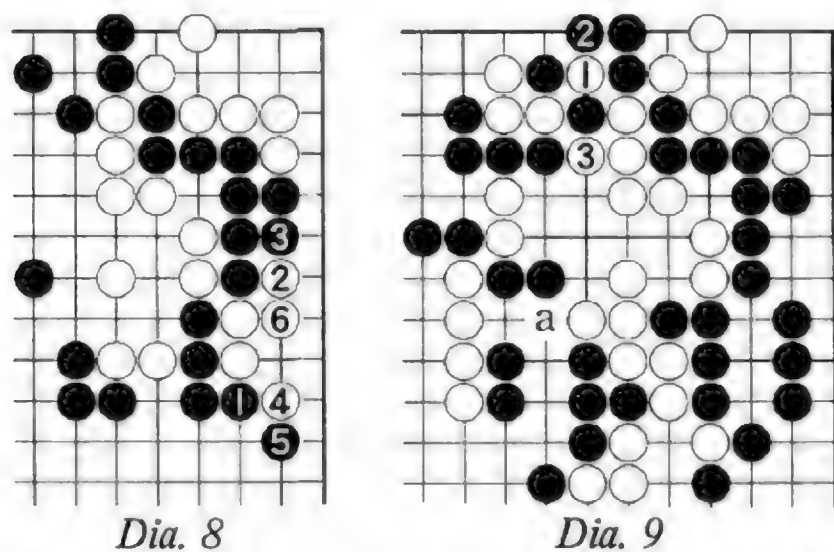
White: Rob van Zeijst (Netherlands)

This game pitted a strategist against a tactician. The tactician was van Zeijst, the 19-year-old European champion, who appears to rely on his superior fighting strength to get his own way, even when his aims are not strategically correct. Novak plays a contrastingly cool game, conceding the tactical points but keeping the initiative through his excellent sense of direction on the board. The outcome gives one a renewed feeling for the breadth of go.



Dia. 6

Dia. 7



Dia. 8

Dia. 9

Black 63. Perfect. If White nows plays 'a', Black wins with a sacrifice at 'b'.

Dia. 8. If Black had blocked at 1, White would have won with 2 and 4.

Figure 3 (64 - 91)

White 80 is a tesuji which White has been holding in reserve for some time. It takes advantage of Black's mistake at 45 in Figure 2.

White 86, however, is an unfortunate blunder that ends the game prematurely.

Dia. 9. White should have made a throw-in at 1, then played 3 for a ko. He had a good

Figure 1 (1 - 51) (Next page)

Black 7 is an interesting move, preparing for the pincer at 9.

White 20 and 22 are a planned combination, but Black decides that there is no harm in going along with White's plan.

Black 35. An extension to 38 is larger.

White 44 is an all-out move, but simply guarding the side with White 'a' is the correct choice.

White 46. This would be a good occasion to play the non-standard large knight's move at 1 in Dia. 1.

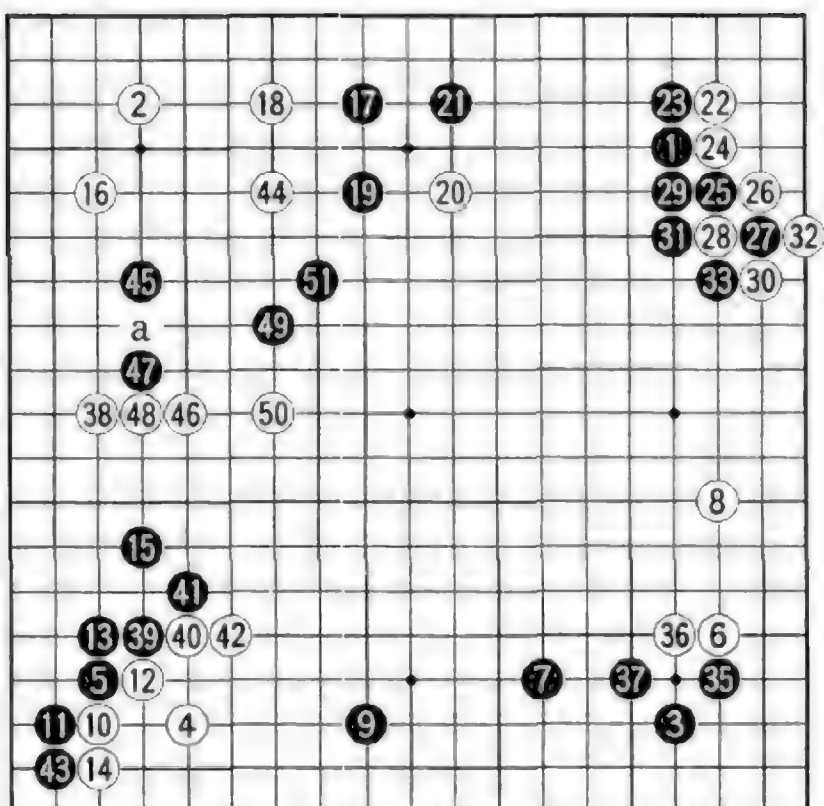
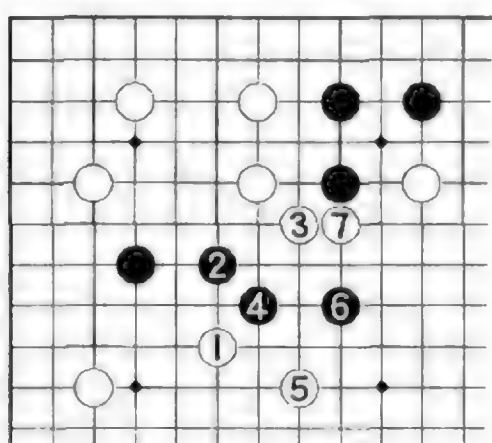


Figure 1 (1 - 51)
34: connects



Dia. 1

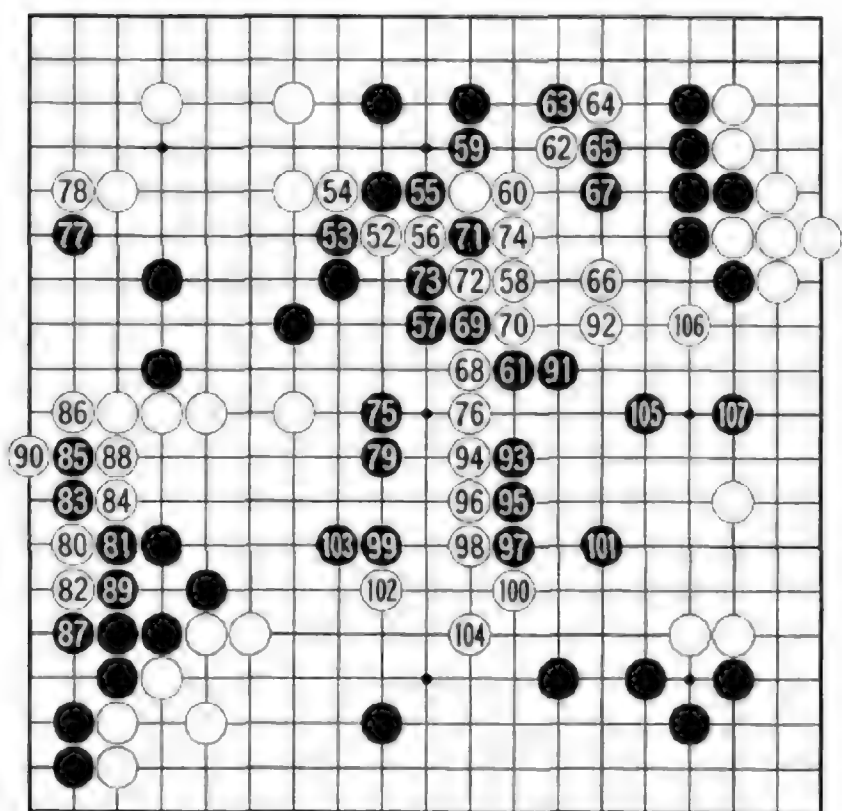


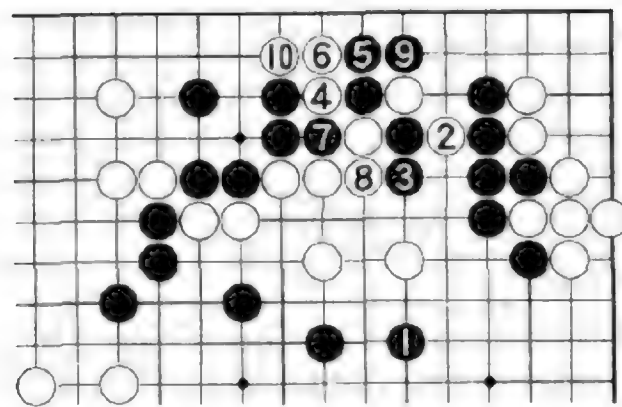
Figure 2 (52 - 107)

Figure 2 (52 - 107)

White 52 begins fighting. White is taking a slight gamble.

White 66 is a well-thought-out move.

Dia. 2. If Black attempts to contain White with 1, White destroys him with 2 through 10.

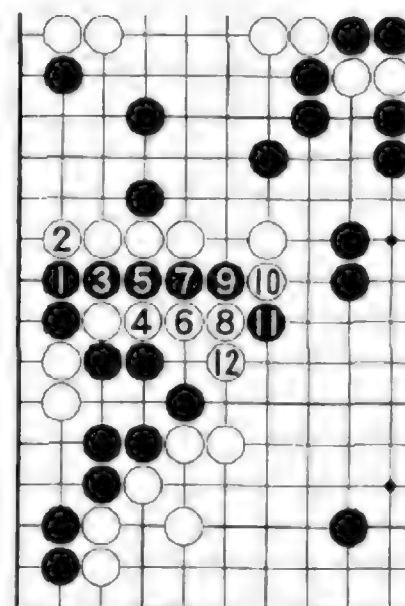


Dia. 2

Black 75 shifts to attack in a new direction, but -

Black 83 is a miscalculation. After 84, White can capture Black with the sequence through 12 in Dia. 3.

White 94 is an astounding, arrogant move. White should defend at 106 and let Black capture two stones with 94.



Dia. 3

Black 101 begins an attack on the right side.

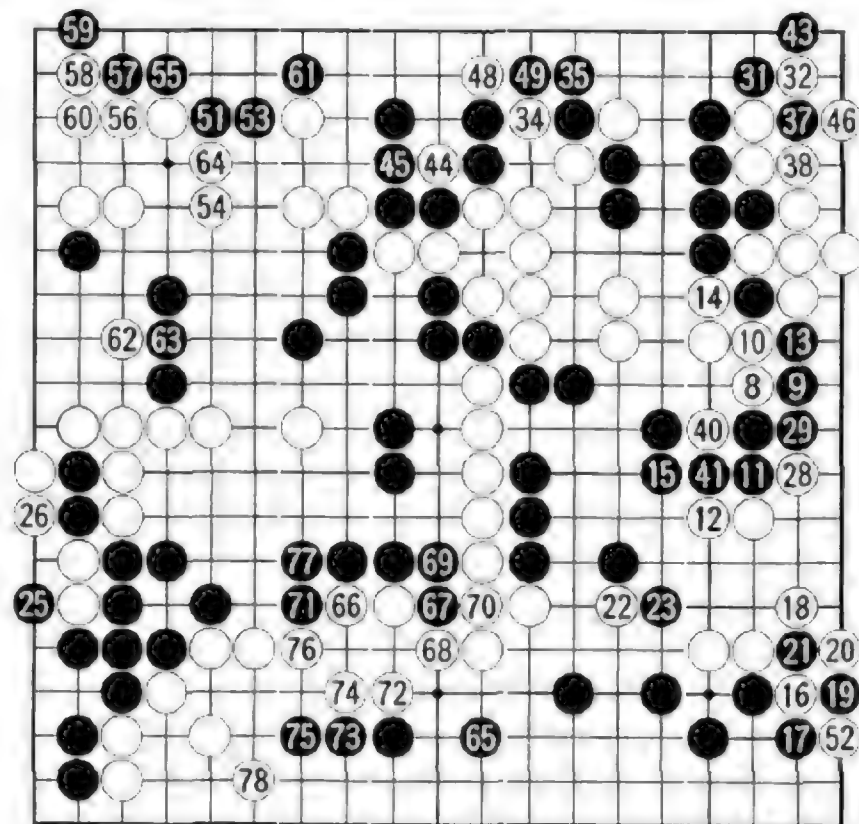


Figure 3 (108 - 178)

Ko: 24, 27, 30, 33, 36, 39, 42, 47, 50

Figure 3 (108 - 178)

Black 11. A diagonal move at 28 would be better.

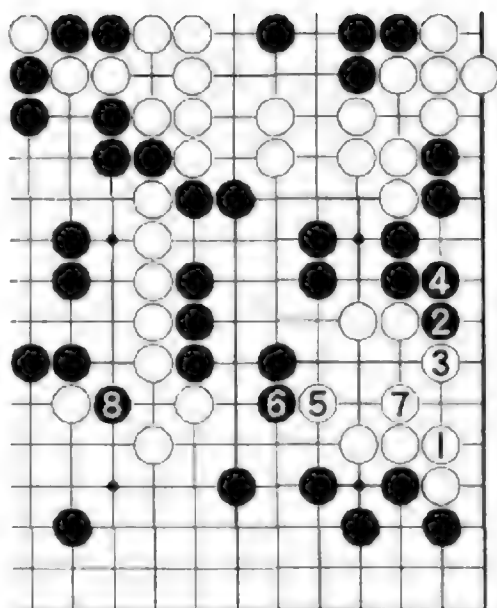
White 18 and 20 form a ko. White could live unconditionally by connecting at 1 in Dia. 4, but after 5 and 7, his center group would be strongly attacked by Black 8.

Black 51 is a small ko threat. If Black had played 67 instead, White would have been

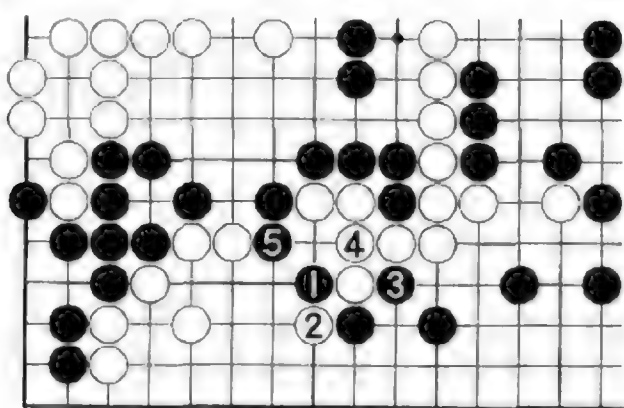
hard put to win the ko.

Black 73. A hane at 74 is possible. See Dia. 5.

White 78. So far White has gotten away with everything he has tried, but incredibly he is losing. Black's calm sense of direction has outdone White's fighting skill.



Dia. 4



Dia. 5

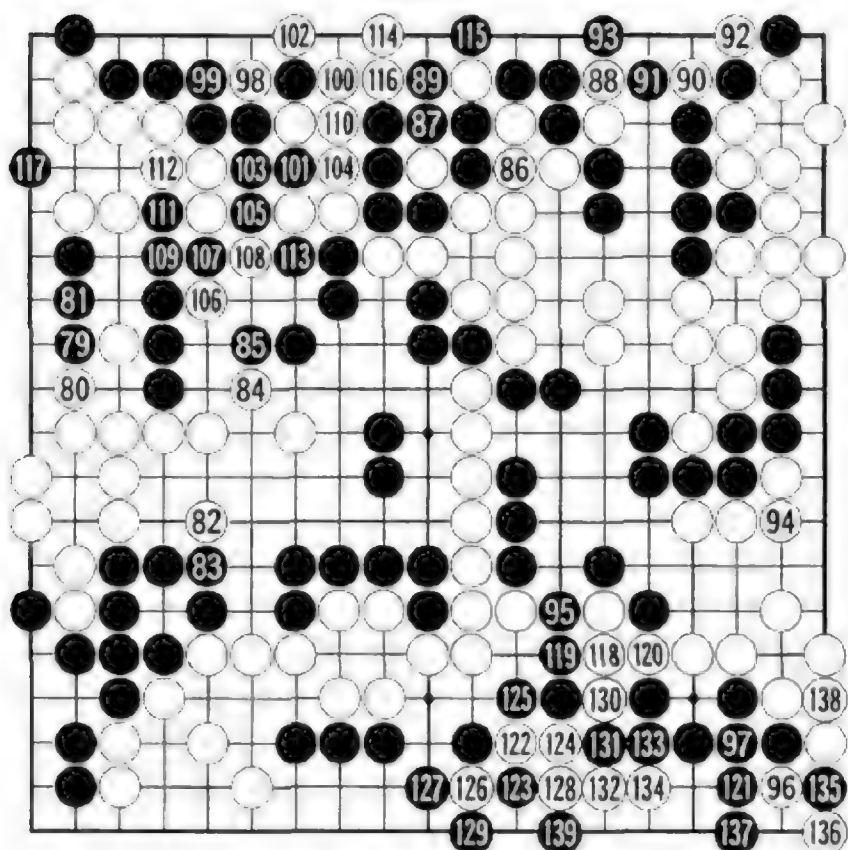


Figure 4 (179 - 239)

Figure 4 (179 - 239)

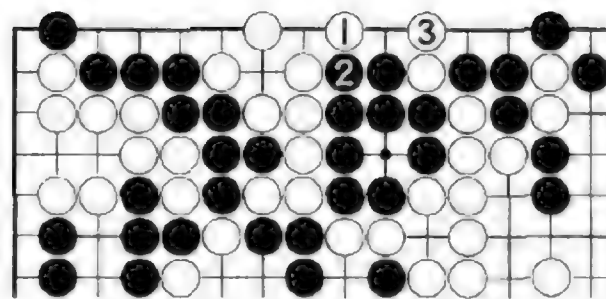
White 94—Black 95. Black gains on this exchange.

White 98. White takes another risk in an attempt to reverse the lead, but Black parries correctly. White has finally run out of luck.

White 114 is a noteworthy tesuji.

Dia. 6. If Black plays 2, White descends at 3.

Black 117 is overkill. White is dead even



Dia. 6

without this move.

White 124 is a doomed attempt.

Black 139. Black wins the capturing race by one move.

White resigns after Black 239.

Play-off for 13th place

Black: Michael Lam (Hong Kong)

White: Matthew Macfadyen (Britain)

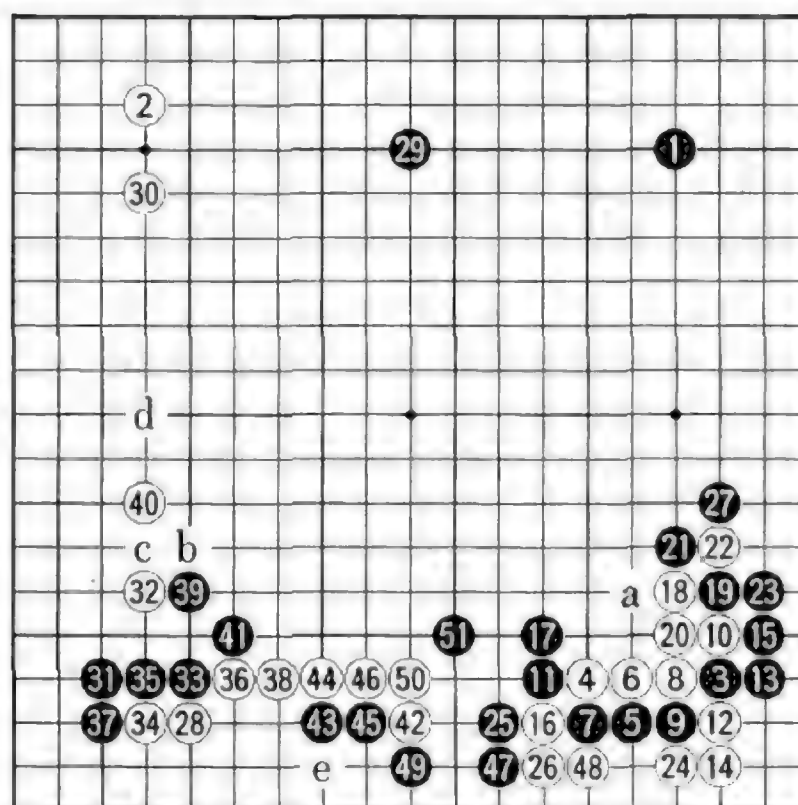


Figure 1 (1 - 51)

Figure 1 (1 - 51)

White 28 seems to have been misplaced. Perhaps the other 3-5 point would have been better. Since Black forces at 'a' more often than 47, in a probabilistic sense the lower side is open at the edge.

Black 29—White 30. This trade shows good judgement.

White 32. The taisha is actually a bit unreasonable in this position.

White 34 is a new move and no doubt the reason for White 32.

Black 41. Black should exchange 'b' for 'c'. Later he could pincer White with 'd'.

Black 51 (should be 'e') is a mistake for which Black quickly pays the price by losing 43 and 45.

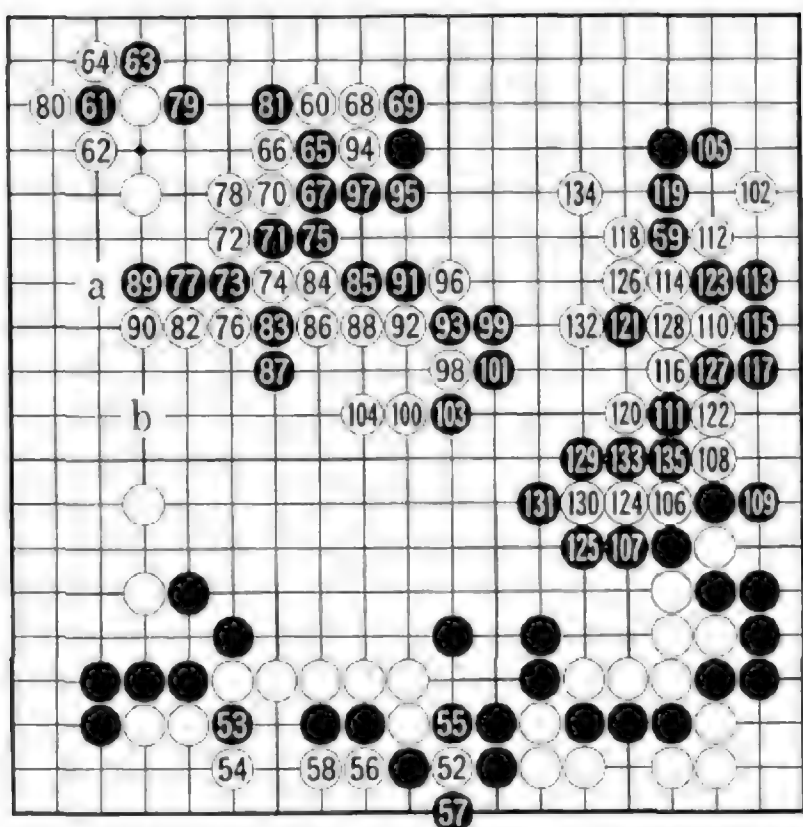


Figure 2 (52 - 135)

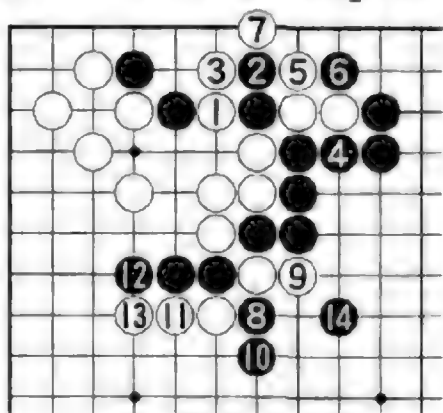
Figure 2 (52 - 135)

Black 61 and 63 prepare for Black 65, but since the left side is wide open, a more fitting maneuver would be an invasion at 'a' or pincer at 'b'.

Black 73. It would be safer to cut at 81 first. Reversing the order of 81 and 73 allows White to start a sharp fight with 74 and 76.

White 82 leaves 60 and 68 in a suspended state, but —

Dia. 1. If White plays 1 and 3 to save them, Black captures the cutting stones with 8 to 14.



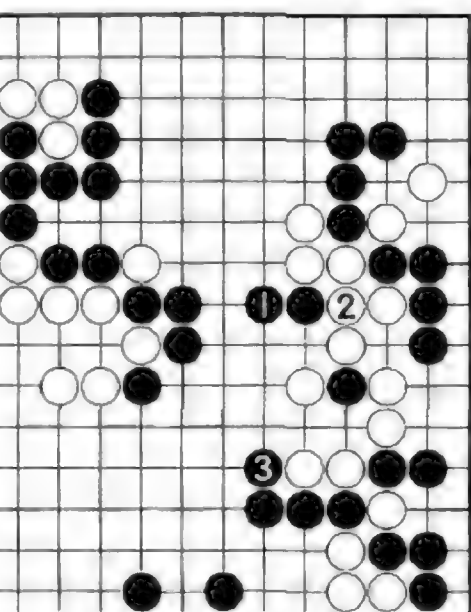
Dia. 1

White 102. The outcome of the game will hinge on the fate of this invasion.

White 104. White's giving way here had an unforeseen effect on the later fighting.

Black 127 is a sure move, but Black has a stronger attack.

Dia. 2. Black 1 and 3 are the correct combination.



Dia. 2

White 134 should connect at 135. Black's capture of three stones is in itself a sufficient result from the fight.

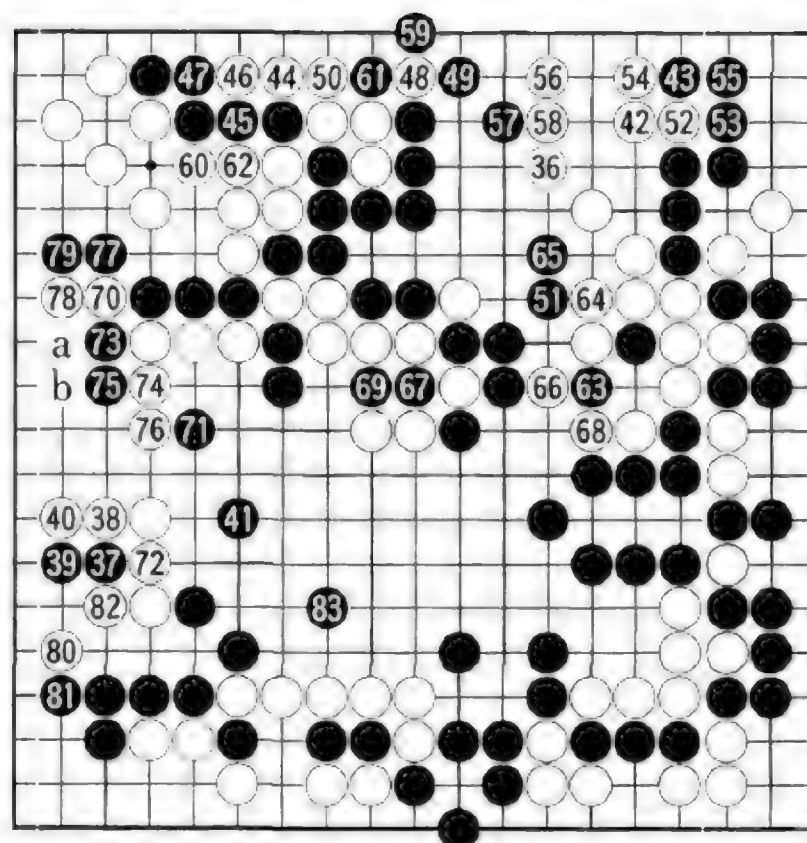


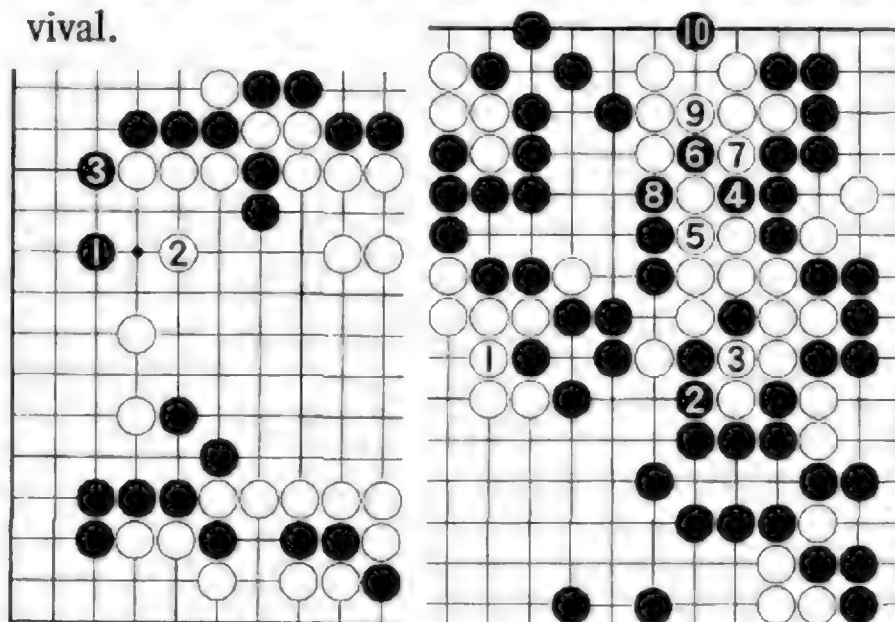
Figure 3 (136 - 183)

Figure 3 (136 - 183)

White 36. White is now almost surely alive, but despite his successful invasion of Black's largest territory, Black's thickness gives him a slight lead at this point.

Black 37 is much too conservative.

Dia. 3. Black could invade at 1. If White caps him with 2, the hane at 3 ensures his survival.



Dia. 3

Dia. 4

White 44. White must retrieve these stones in order to win, but his doing so affects the situation to the right.

White 48. Just connecting at 50 would also have won the fight.

Black 49. This stone creates an invisible crisis for White's large group.

Black 63 and 65. Black finds a good combination.

White 68. White cannot afford to answer at 69. If only he had connected at 67 (instead of 104 in Figure 2) —

Dia. 4. If White plays 1, Black kills him

with the sequence from 2 to 10. The throw-in at 6 spoils what had seemed a certain eye.

Black 69. Capturing these key stones settles the game.

White 74. White could give atari at 75, followed by Black 'a', White 78, Black 'b', then White 74, but the game is lost anyway. Britain's colonial troubles in 1982 were not limited to the Falkland Islands.

White resigns after Black 183.

Play-off for 15th place

Black: Frank Hansen (Denmark)

White: Yusuke Nakatsui (Brazil)

After losing to Lam and Macfadyen on the previous day, Hansen and Nakatsui were both out to even their records. Their game turned into one of the closest contests of the tournament, with the decisive moment coming late in the endgame.

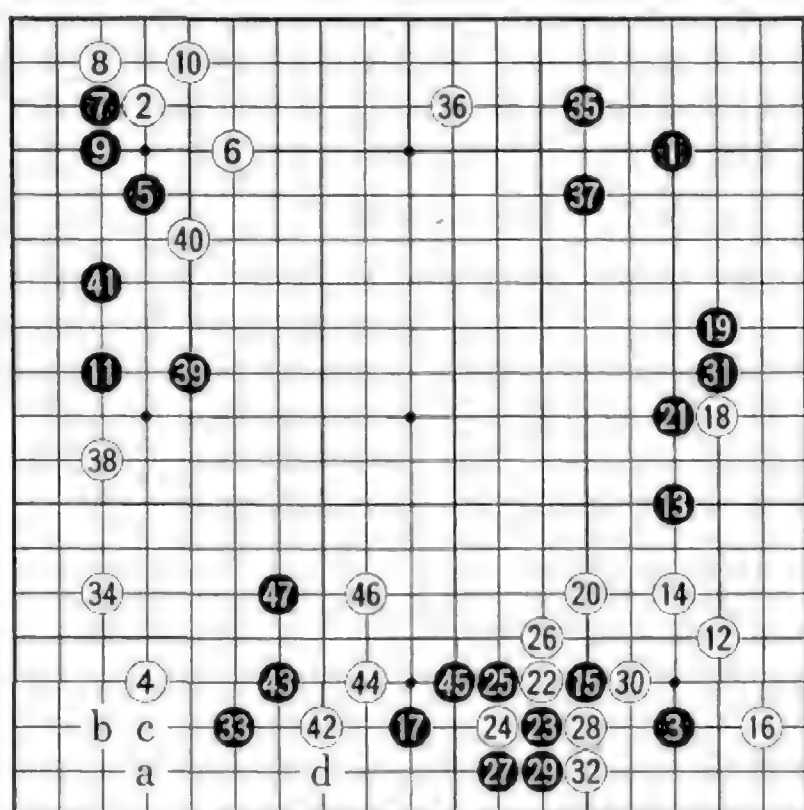


Figure 1 (1 - 47)

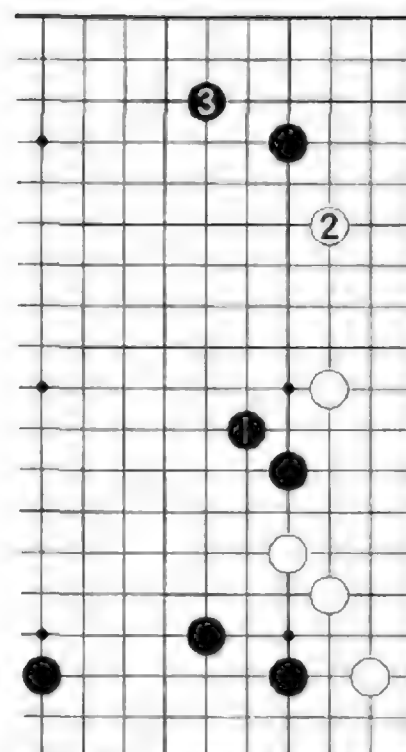
Figure 1 (1 - 47)

White 18 is the correct point on the right side, but an approach at 35, extending from White's strong upper left position, would be slightly bigger.

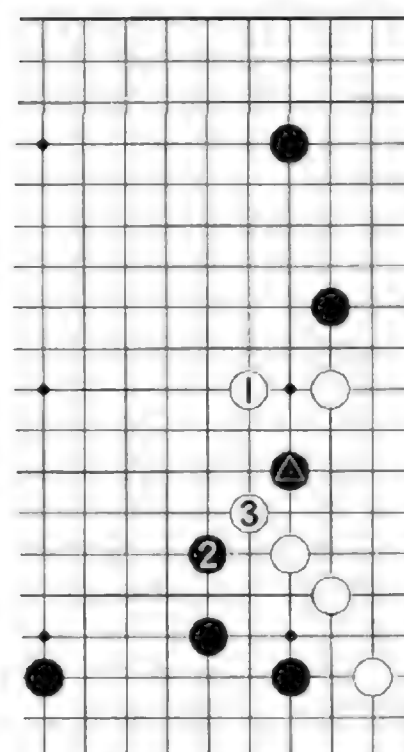
Black 19. The usual move is Black 1 in Dia. 1.

Dia. 1. Although this result is satisfactory, apparently Black decided to try for something better.

White 20. The one-space jump is never a bad move? Yes, but White has made the wrong jump.



Dia. 1



Dia. 2

Dia. 2. White should jump to 1. Black has little to gain by running with the triangled stone; he does better to give it up by playing 2. The result through 3, however, casts doubt on Black 19 in the figure.

Black 31 is relatively non-urgent; 32 is a much more important point. White grabs the lead effortlessly when he blocks there. So far each side has made one mistake (20 and 31), but Black's has been more serious.

Black 35 is a good point.

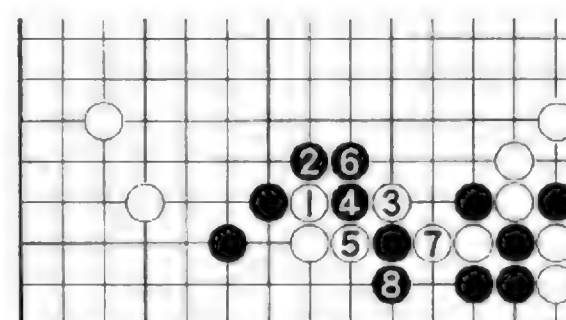
Black 37 aims at killing White unconditionally if he invades the corner. See Dia. 4 on the next page, for example.

White 42. White could maintain his lead by closing the corner with 'a', but he decides to make maximum use of 32 by attacking.

Black 43. Black could dodge away with 'b', 'c', or 'd', but he elects to fight head-to-head.

White 44 shows careful analysis. This move alone marks White as a top-class competitor.

Dia. 3. Usually White plays 1, but in this position he has no good reply to Black 2. If he carelessly plays 3, for example, Black 4 captures him.



Dia. 3

Black 45 is also a first-rate move.

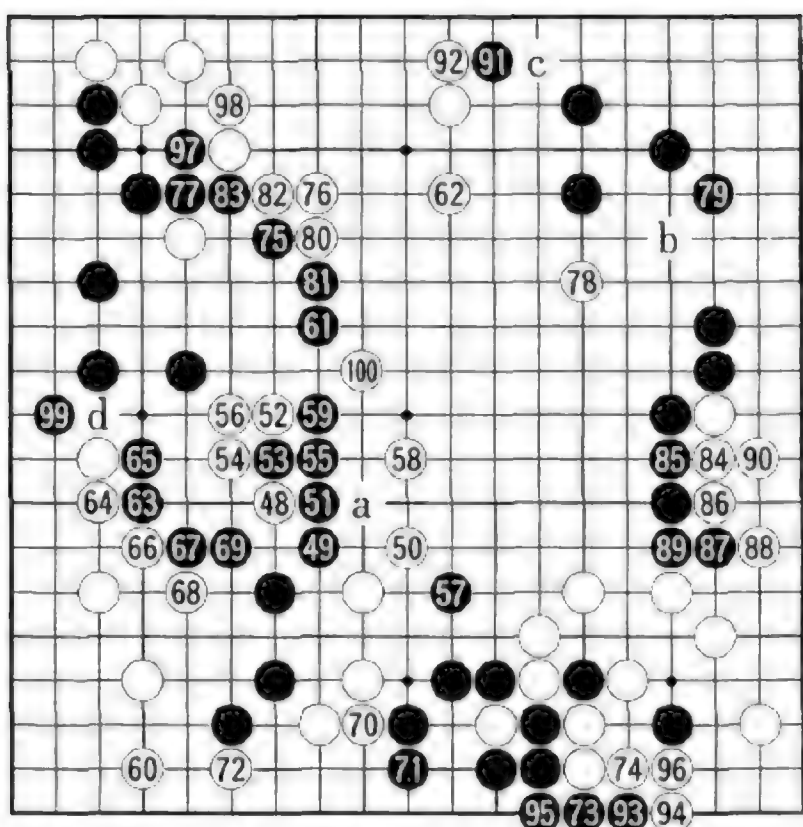


Figure 2 (48 - 100)

Figure 2 (48 - 100)

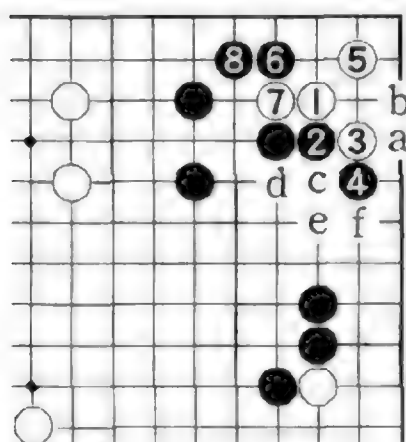
White 48 is a catastrophic overplay that bursts the balloon of White's preceding careful moves. White must jump to 'a'. Black 48 would follow, then White 60.

Black 57 induces 58 and 59, but Black 58 would be better yet.

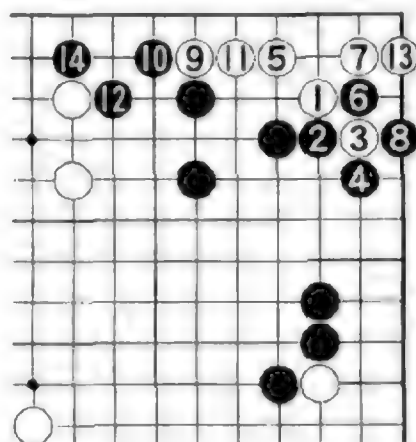
Black 63 to 77. This large capture wipes out White's lead and evens up the game. The blame lies wholly with White 48.

White 78. White must have wanted to invade the corner, but —

Dia. 4. If he plays 1, 3, and 5, then instead of starting a ko (Black 'a', White 'b'), Black will kill him unconditionally with 6 and 8. White 'c' next is rebuffed by Black 'd', White 'e', Black 'f'.



Dia. 4



Dia. 5

Dia. 5. Playing 5 here is better. Black will capture with 6 and 8, and White can live with 9 to 13. But the damage caused by Black 14 makes this life a bad bargain. (If Black plays 6 at 11, White 7 gives a ko — a good bargain.) But what if White plays 3 at 11? Black 9, White 3, Black 4, White 7 then give a ko without

hurting the outside. On the other hand, could White survive if Black plays 2 at 4? With the game close, whether to risk invading or not is a tough decision.

Black 79 is unnecessarily cautious. Black should play 'b'.

White 84. Although White could have forced Black at 'c' first, White 84 is big enough to make the game hopeful.

Black 99 should have been Black 'd'.

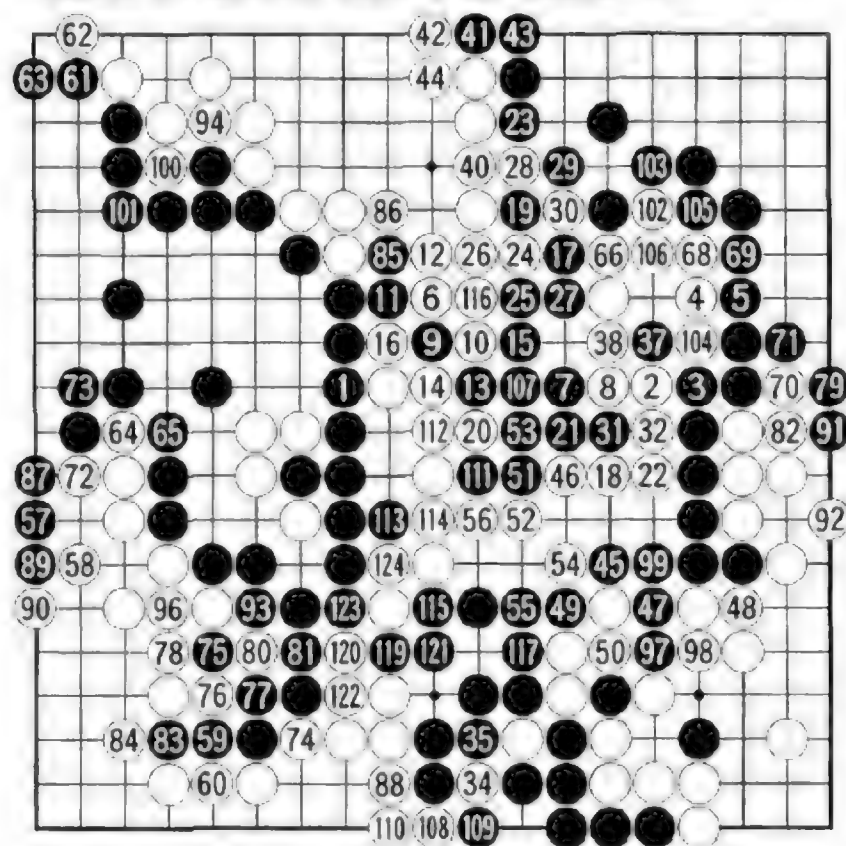


Figure 3 (101 - 225)

Ko: 33, 36, 39; 67 connects at 30; 95 takes ko at 75; 118 connects below 50; 125 at 80.

Figure 3 (101 - 225)

White 28 should be at 43. Perhaps White did not foresee Black's ko response.

Black 29 ultimately forces White to connect at 40, gaining the right to make the valuable four-point double-sente move at 41. Black is catching up.

White 64 should be at 65.

White 74. Once again White loses sente at a critical point, and this time it costs him the game. He may have overlooked Black 75. He should have descended at 79, which would be worth five points in reverse sente.

Black 79 and 87. Black gets both of the remaining big moves.

Black wins by 2½ points.

Play-off for 21st place

White: Istvan Rigo (Hungary)

Black: Matti Siivola (Finland)

The two players in this game are both university students studying mathematics. Finland,

which has a go population of only about 50, was one of the new countries this year, and Siivola surprised everyone, including himself, by playing far above his 3-kyu rank. As we shall see, he completely dominated the first half of this game, while Rigo made some fairly elementary fuseki mistakes. In the second half, however, Siivola faltered and Rigo began to play like a man transformed, overcoming his opponent with a rousing display of aggressive Hungarian go.

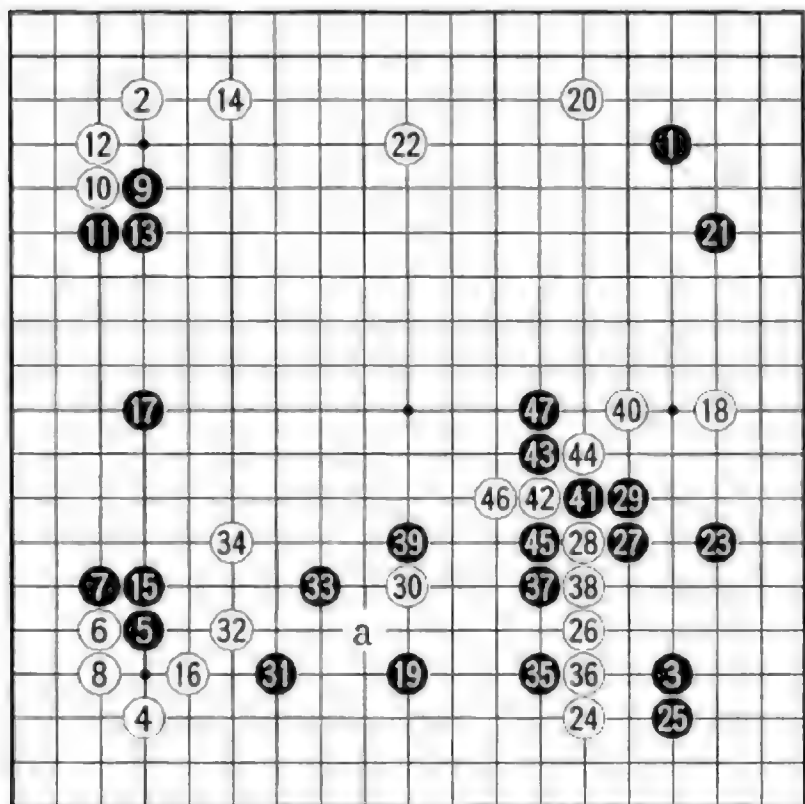
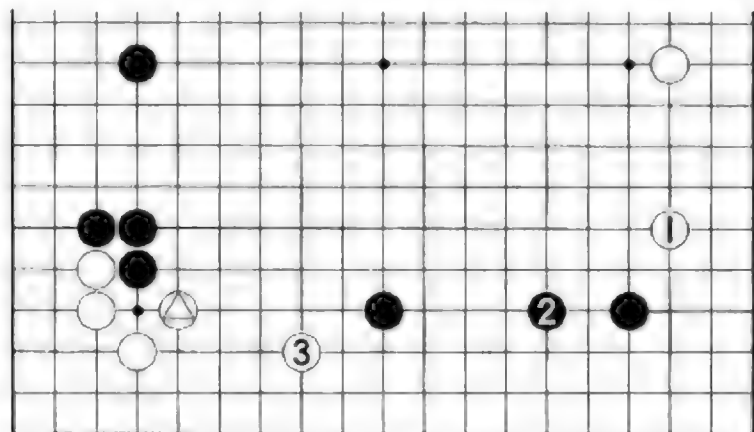


Figure 1 (1 - 47)

Figure 1 (1 - 47)

White 20 is doubtful for two reasons: because it abandons White 18 and because the difference between White 14 and 16 makes the bottom more valuable than the top.

Dia. 1. White should play 1 and 3. The tri-angled stone on the fourth line begs to be used to sketch out some territory.



Dia. 1

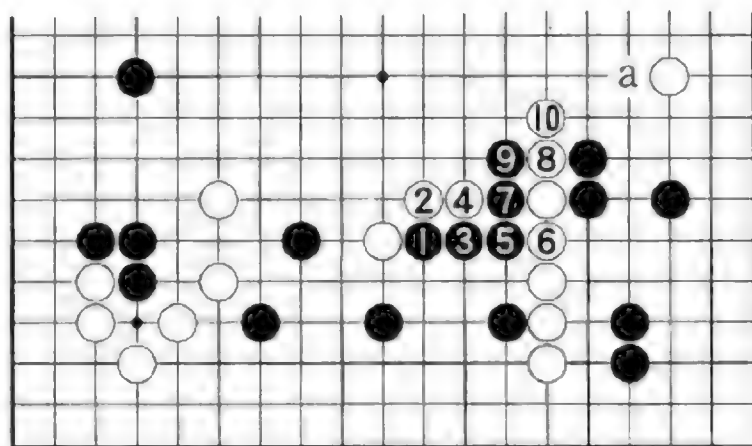
White 22. Rather than defend the top, where White 14 is already strong, White should again follow *Dia. 1*.

Black 23 places White 18 in an uncomfortable position.

White 24 and 26 only give Black good replies at 25 and 27.

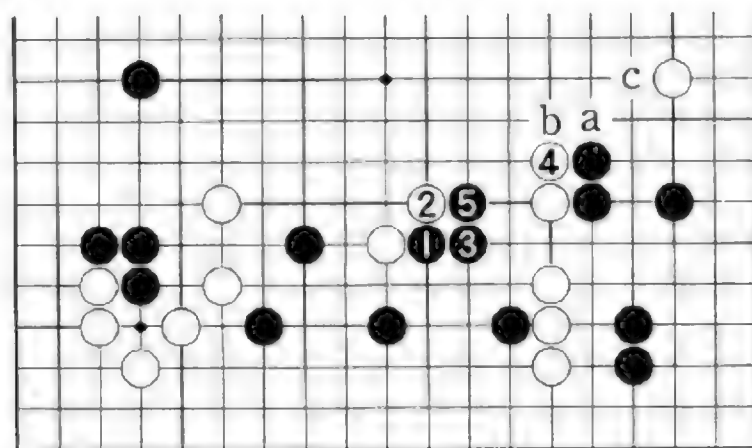
White 28 is a prerequisite to White 30, but it further weakens White 18. White seems headed for a certain loss.

Black 37 and 39. Black is properly concerned with preventing White 'a', but for a better way, see *Dia. 2*.



Dia. 2

Dia. 2. Black should attach at 1. If White plays 2 and 4, he only exposes his own weakness at 6. Through 9 Black successfully defends his shape and has 'a' left with which to attack.



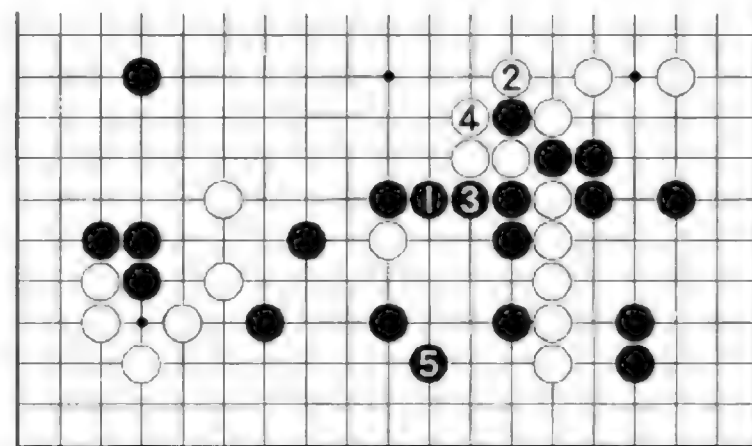
Dia. 3

Dia. 3. If White plays 4 here, Black gets a similar result by turning at 5. Next if White 'a', Black 'b'; if White 'b', Black 'c'.

White 44 is most unreasonable.

Black 47. Black 1 in *Dia. 4* is simpler.

Dia. 4. If White gives atari at 2, Black connects at 3 in sente, then captures five stones with the diagonal move at 5.



Dia. 4

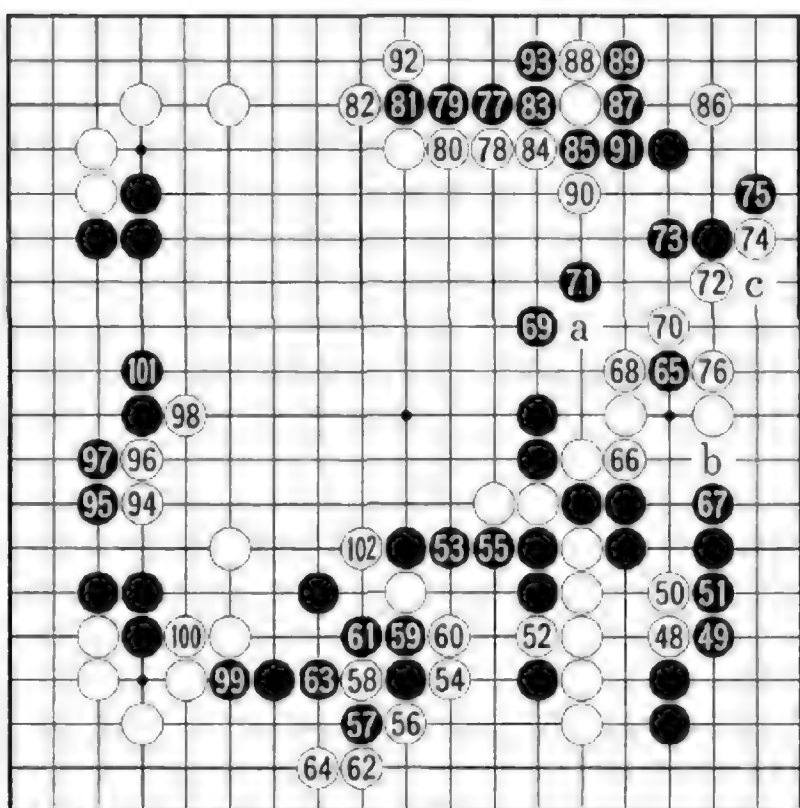


Figure 2 (48 - 102)

Figure 2 (48 - 102)

White 64. White has survived, but Black's center thickness is still a good result.

Black 65. The apparently slower move at 1 in Dia. 5 would be more effective.

Dia. 5. Black 1 takes away White's base, then Black 3 gives chase. If White flees with 4, Black makes a leaning attack at 5. If White now hanes at 'a', Black 'b' or 'c' is good.

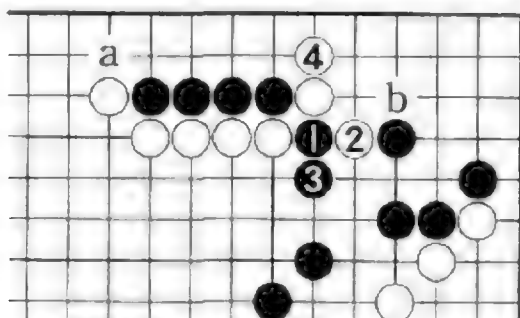
Black 67 is unnecessary; Black should attack at 'a'. Also, Black 'b' would be more efficient than 67.

White 76. White could connect at 'c'.

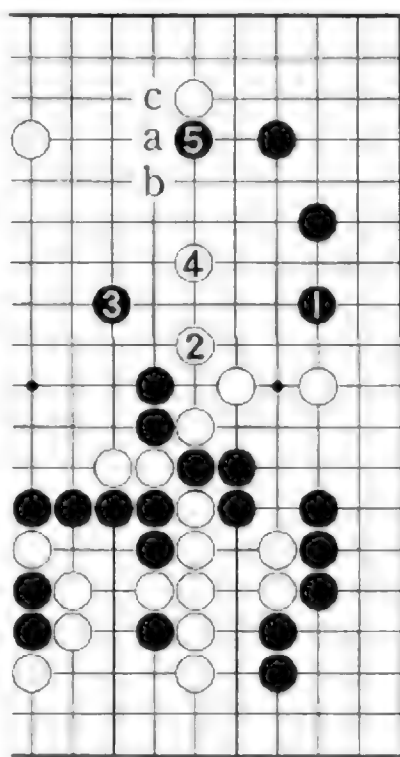
Black 77. This invasion keeps Black well in the lead.

Black 85 is a mistake.

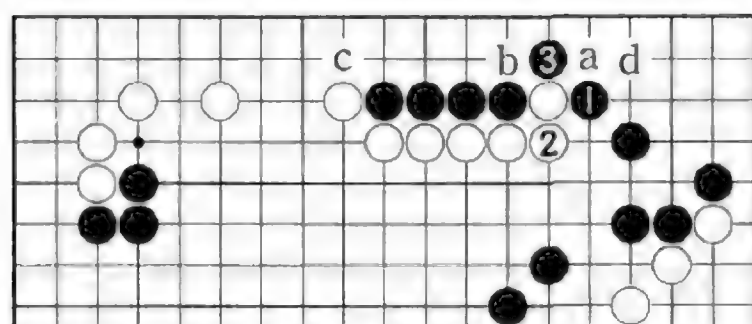
Dia. 6. What if White replies at 2, then descends at 4? If Black plays 'a', White 'b' follows, and Black could easily lose his entire corner territory.



Dia. 6

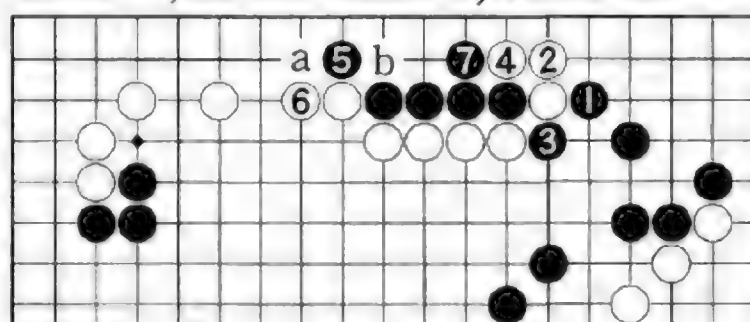


Dia. 5



Dia. 7

Dia. 7. Black should clamp at 1. If White connects at 2, Black can link at 3. Next if White 'a', Black 'b'; then if White 'c', Black 'd'.



Dia. 8

Dia. 8. If White answers Black 1 by descending, Black cuts at 3. Black 5 takes care of White 4, and if White plays 6 at 'a', Black just connects at 'b'.

White 86 can only be attributed to absent-mindedness. Black 87 and 89 leave White high and dry.

White 102. White's last chance is to stage some sort of reversal in this area.

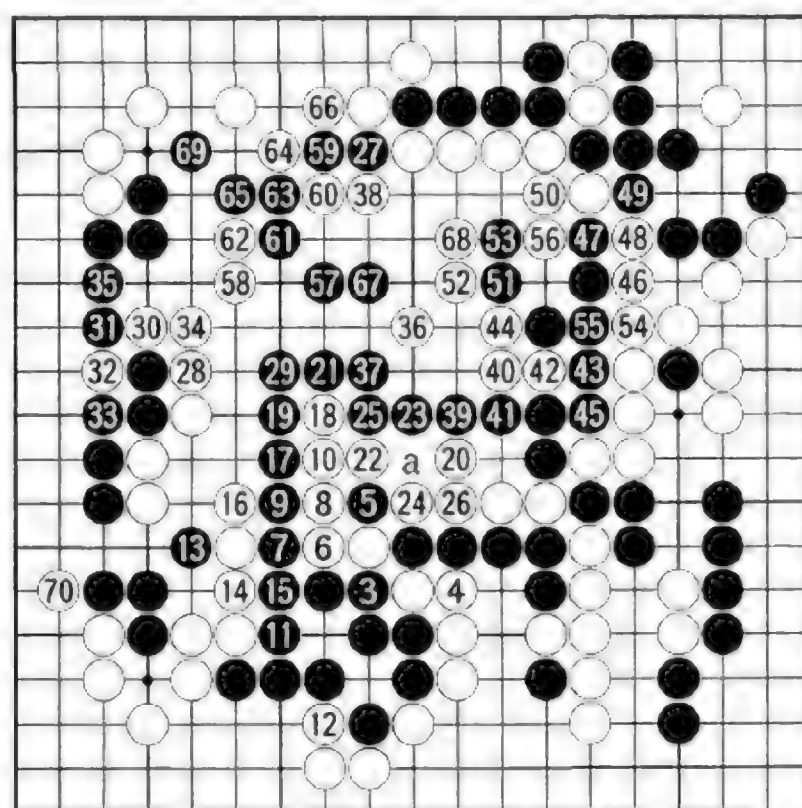


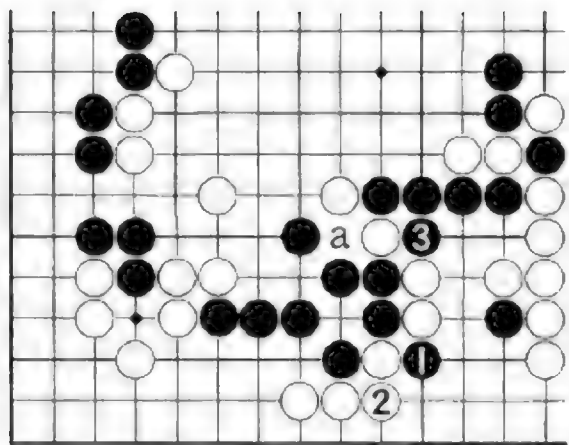
Figure 3 (103 - 170)

Figure 3 (103 - 170)

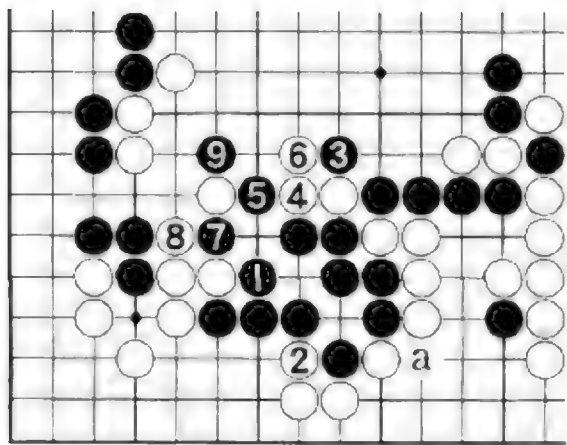
Black 3 is Black's first misstep.

Dia. 9. He should give atari at 1, then 3. White obviously does not have time to connect at 'a'.

Black 5 is a second misstep.



Dia. 9



Dia. 10

Dia. 10. Black should play 1. If White attacks his eye shape with 2, he can force a ko with 3 and 9, and since he has local ko threats starting at 'a', his group is safe.

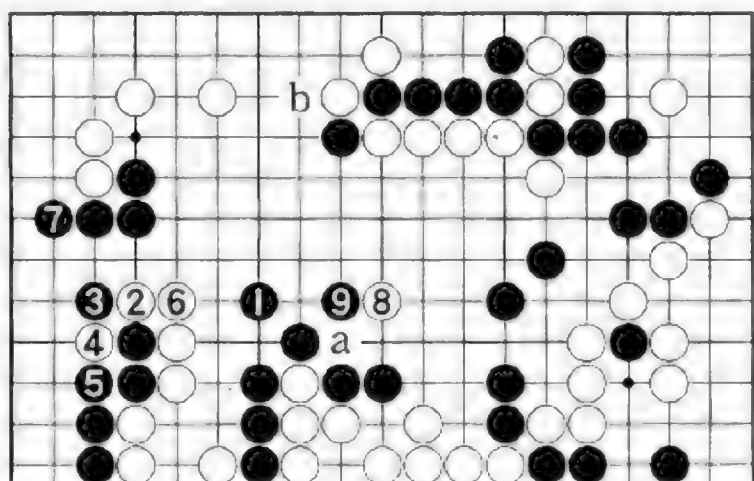
Black 13 is a third misstep, this time with serious consequences. If Black had turned at 16, he would have been all right.

Black 21. Black could have escaped with 'a' but apparently lacked nerve.

White 22, trapping six stones, signals success in White's bid to upset the lead.

Black 27 attempts to counterattack, but White 28 opens fire again on Black's main group.

Black 29. The diagonal connection at 1 in Dia. 11 is superior.



Dia. 11

Dia. 11. Black 7 is also superior to Black 35 in the figure, and Black 9 is better than 'a'. Had Black played like this his group would not have been in such trouble, and he would still have been in a position to contest the

lead — if not by capturing five white stones at the top, at least by giving atari at 'b'.

White 38. In the attack that follows, White has Black completely on the run.

White 66, capturing two stones, essentially wraps up the game. White has compensated for his sub-shodan start with a 5-dan finish. If Rigo learns the principles of fuseki play, he will be a formidable contender.

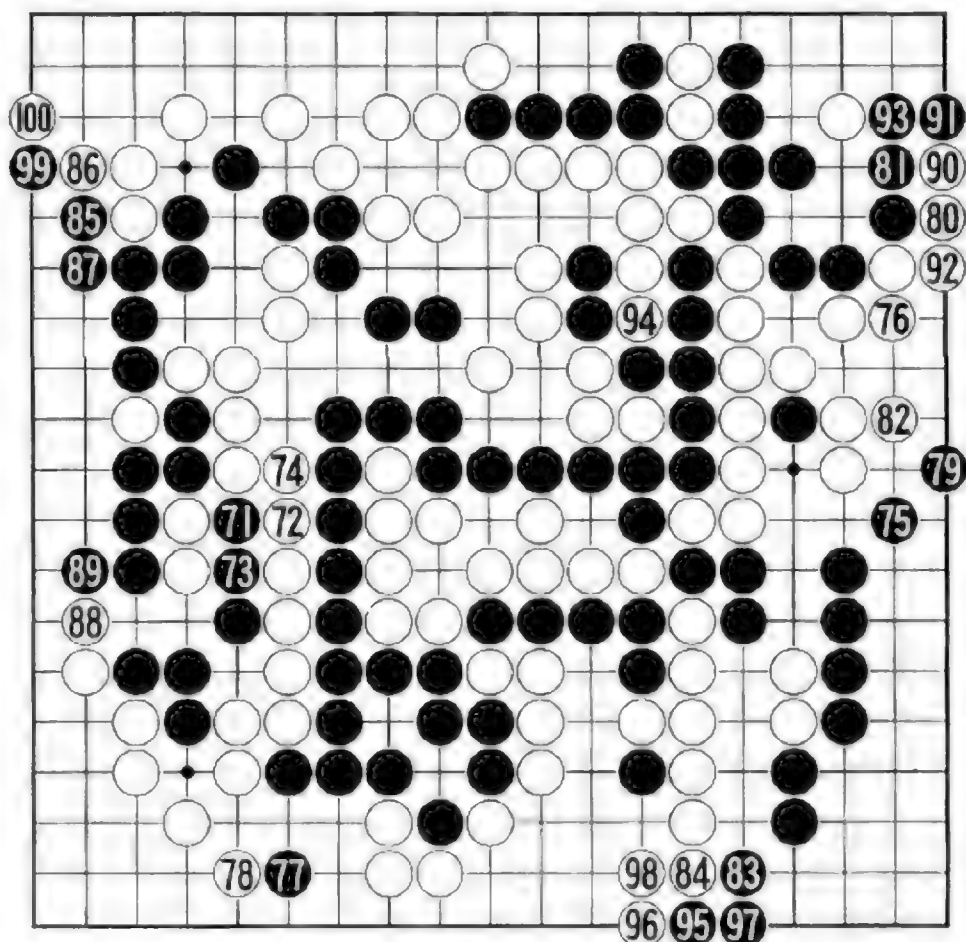


Figure 4 (171 - 200)

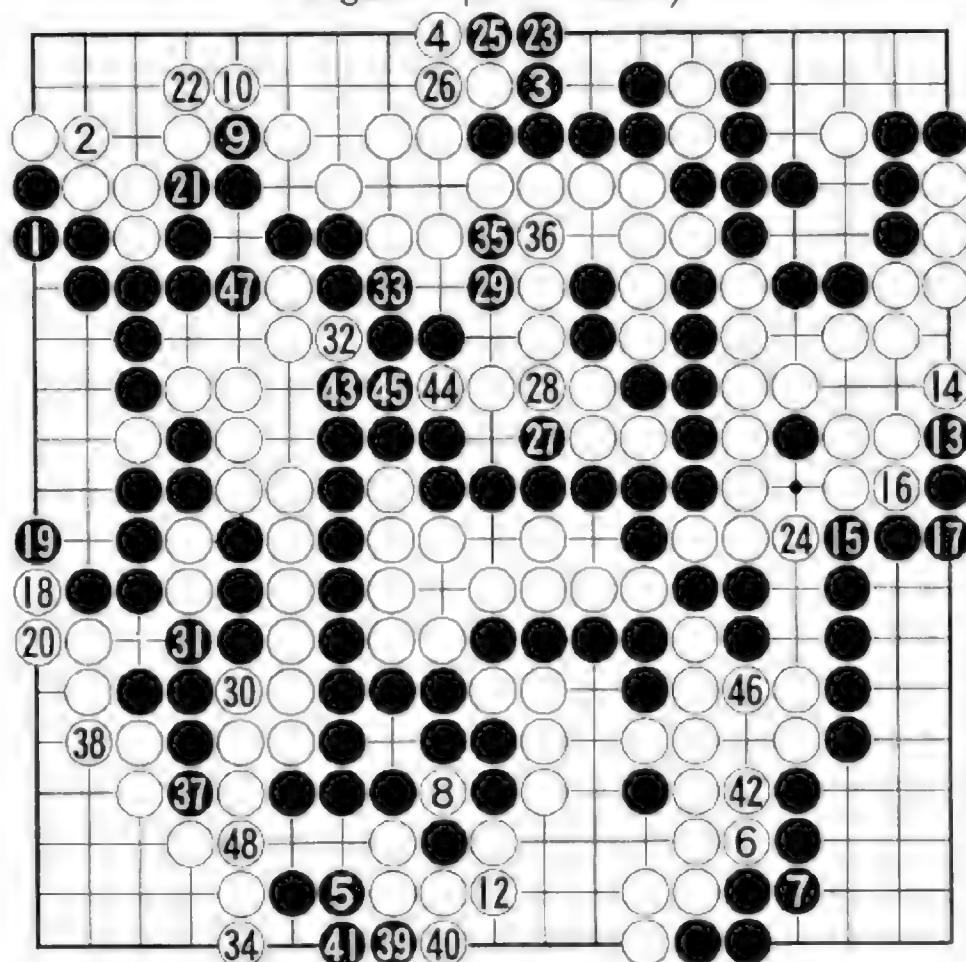


Figure 5 (201 - 249)

11 takes ko below 8. 49 connects this ko.

Figure 4 (171 - 200) and Figure 5 (201 - 249)
White wins by 13½ points.

Takemiya's Cosmic Go

Takemiya Masaki has been out of the limelight since losing his Honinbo title to Cho Chikun last year, but unlike some other dethroned title-holders he has not gone into a slump. Most importantly, he has held on to his place in both the Meijin and Honinbo leagues. Membership in a league is the badge of a top-class professional.

Takemiya has long been famous for his large moyo strategy and his emphasis on central influence. The game below, from this year's Meijin league, is a good example of what Japanese go writers call his 'cosmic style'.

White: Takemiya Masaki 9-dan

Black: Honda Kunihisa 9-dan (Kansai Ki-in)

Played on 14 January 1982 in the 7th Meijin league. *Commentary by Takemiya Masaki.*

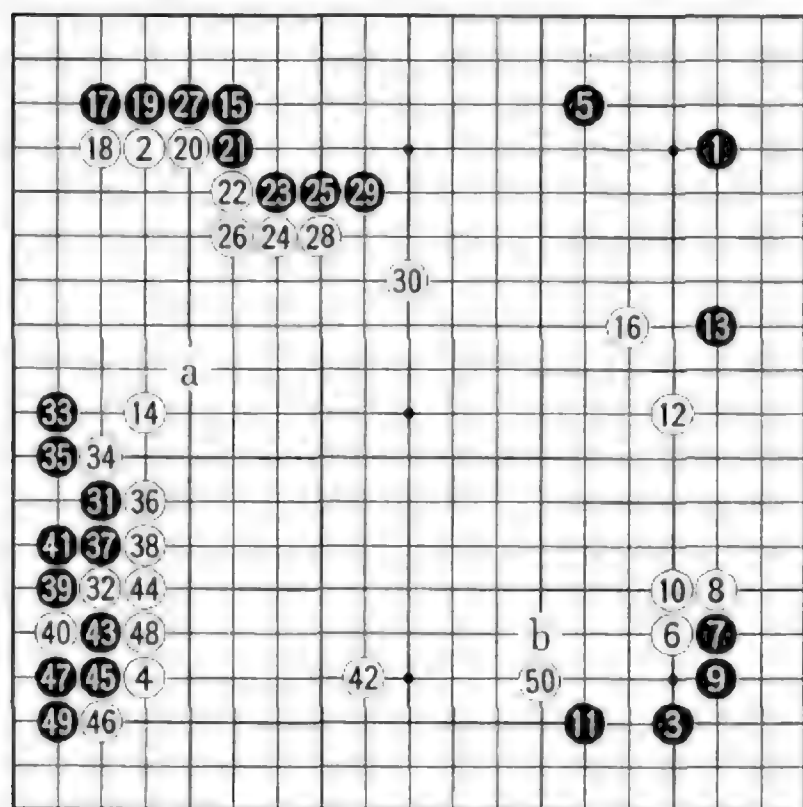


Figure 1 (1 - 50)

Figure 1 (1 - 50)

White 16. Takemiya-style — he is probably the only player who would think of playing here.

Black 31 is the crucial move of the fuseki. Reducing the moyo with 'a' would not be deep enough. If Black plays 31 at 32, White will play 31: these points are miai.

Black 49 is very big, being worth about twenty points, but moving into the moyo with 'b' would be better. White 50 is perfect.

Figure 2 (51 - 100)

Black 53. Black must have permitted White 50 in Figure 1 because he felt that 53 would make a

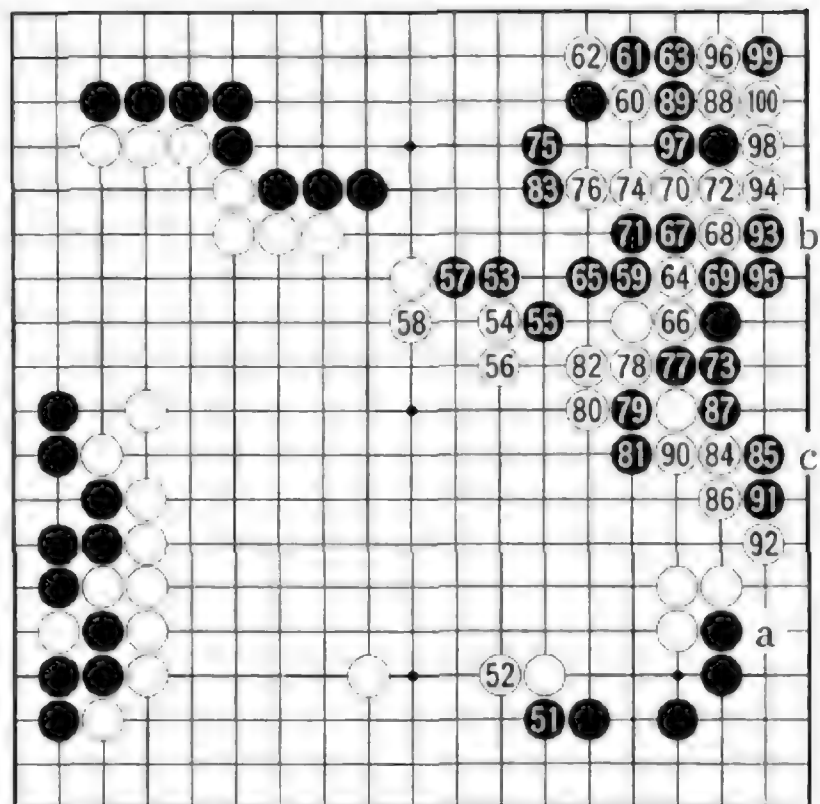


Figure 2 (51 - 100)

sufficient reduction in the moyo. White presumably agrees, for he soon plays a probe at 60 in an effort to break into Black's territory.

White 68. A challenge: Black cannot answer passively at 72.

White 88. White decides to sacrifice the group in order to keep sente. He could live by following Dia. 1. Actually, after the game Takemiya changed his mind and concluded that Dia. 1 was best.

Black 91. A bad move because it gives White the hane at 'a'. Black should simply live with Black 93, White 94, Black 'b', White 91, Black 'c'.

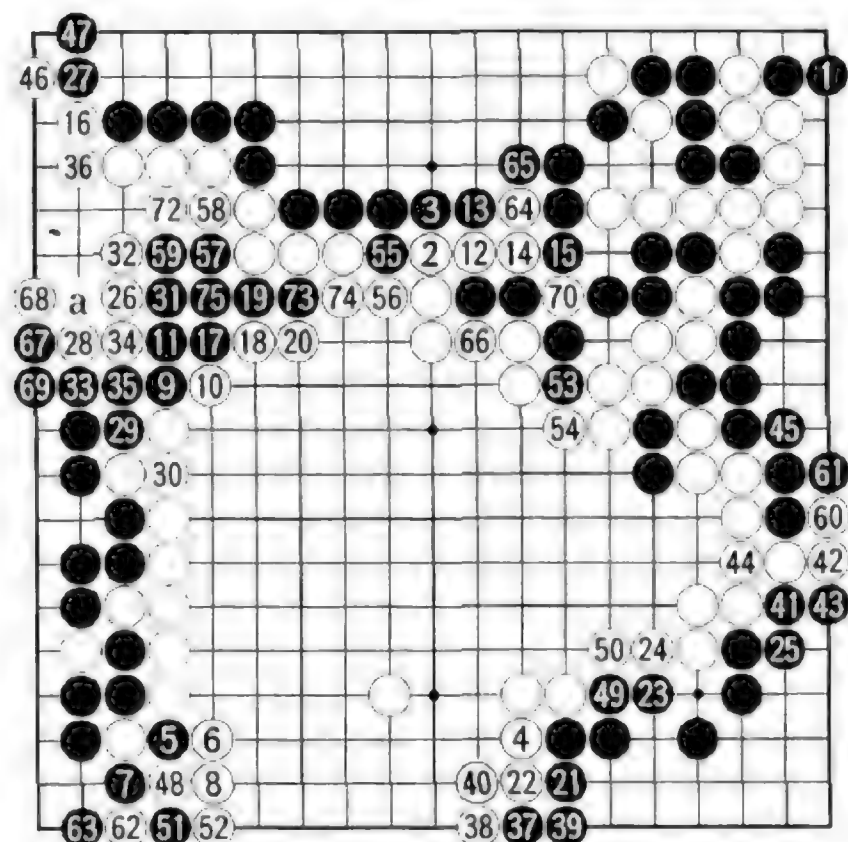


Figure 3 (101 - 175)

71: retakes. Each side connects ko.

Figure 3 (101 – 175)

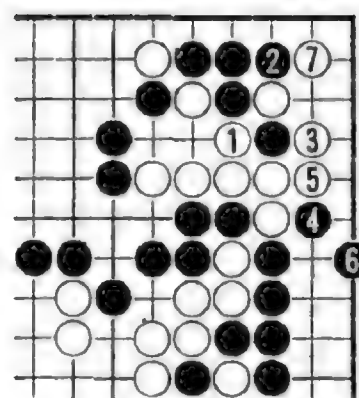
White 4. The last large point. The game is very close.

White 16. A mistake: White should force with 23 and 60, then hane at 25. White expected Black to answer 16 at 27.

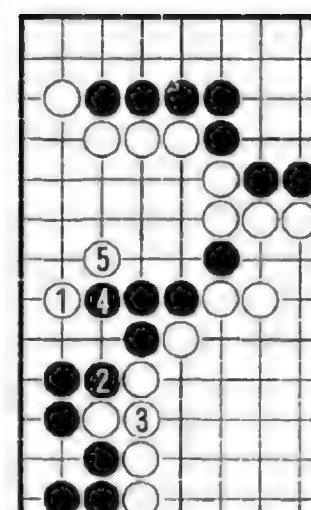
White 26. Also bad. White should follow Dia. 2.

Black 27. The losing move. Black should play at 28; if then White 27, Black plays 'a', and vice versa. This way Black would have won.

Considering the size of the territories involved and the number of stones captured, the



Dia. 1



Dia. 2

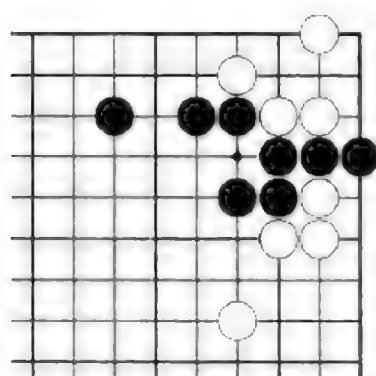
narrow margin at the finish is surprising.

White wins by ½ point.

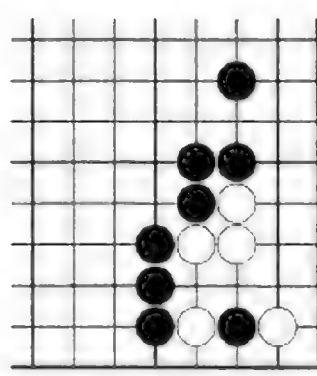
Life and Death Problems From Actual Play

Nakaoka Jiro 7-dan

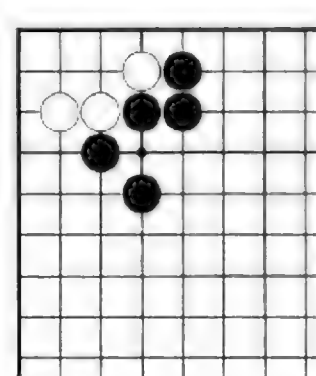
The following life and death problems are all taken from actual play and include positions which come up very frequently. The best way to improve your analytical ability is to read out the problems completely in your head, without playing any stones on the board. This may require some discipline, but it will not only make you stronger at problem-solving but will also benefit your general fighting ability in the middle game.



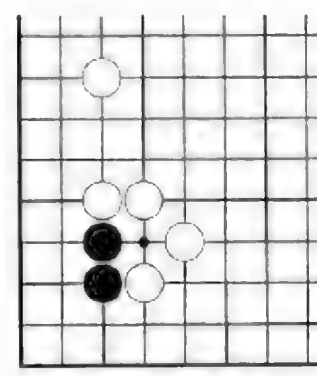
1. Black to play



2. Black to play



3. White to play



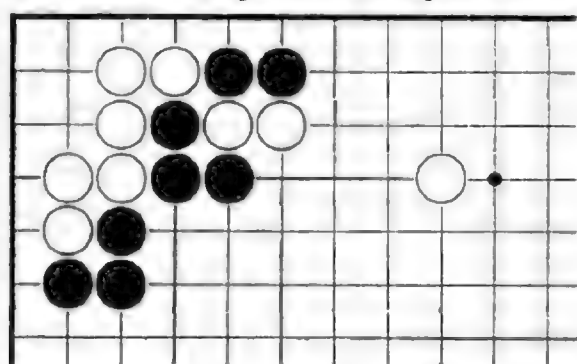
4. Black to play

Answers are given on page 52.

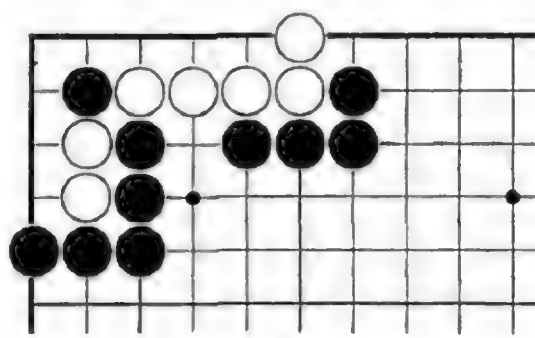
Basic Fighting Techniques

Miyazawa Goro

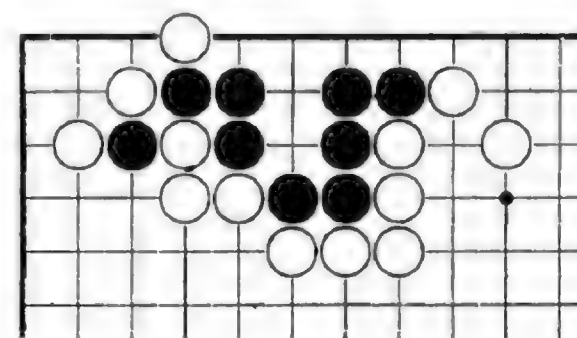
The three problems below all involve the same elementary tesuji. Anyone of mid-kyu strength should be able to solve them, while dan-level players should get them on sight. If you have any trouble, then this article may be what you need to bring your technique up to scratch.



Problem 1: Black to play



Problem 2: White to play



Problem 3: Black to play

Pattern Eleven: The sacrifice

Giving up a few stones can be a good idea at times. A clever sacrifice can win a semeai where ordinary measures fail. Playing and then abandoning several stones can rescue an endangered group. In fact, there is a proverb to this effect: "Give up a little to gain much." The positions in this article illustrate the fine art of sacrifice.

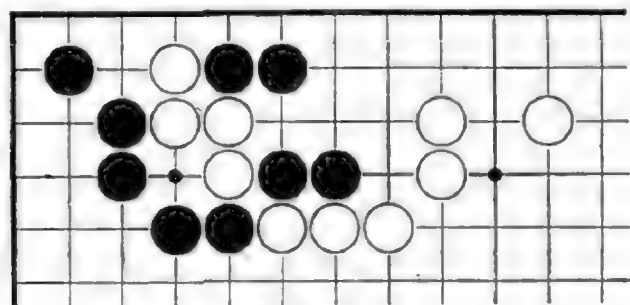
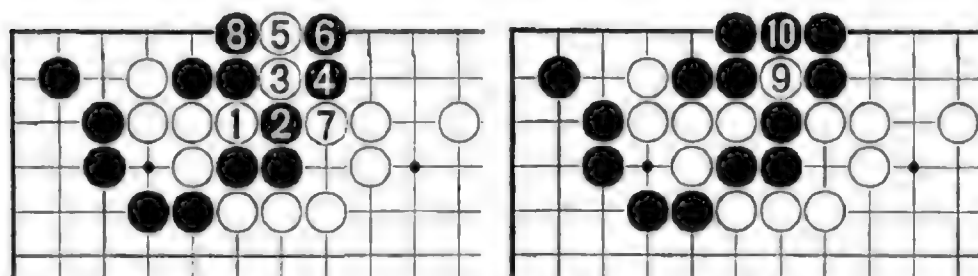


Illustration 1: White to play

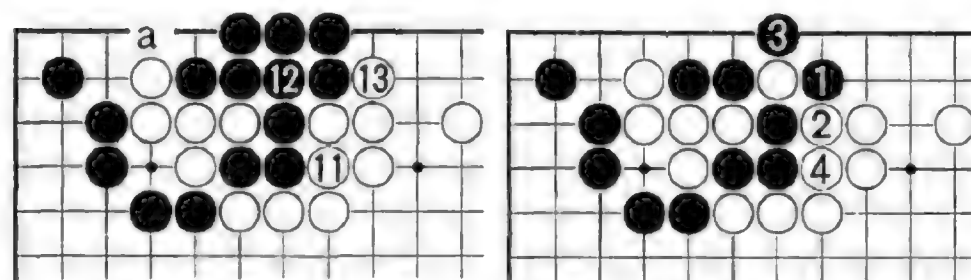
White seems to have four liberties to Black's five. Is this so?



Dia. 1: sacrifice two stones Dia. 2: the throw-in

Dia. 1. White cannot attack directly. He first pushes through with 1 and cuts with 3 to force Black into bad shape. Black gives atari with 4 and White extends with 5 — increasing the sacrifice to two stones is the key concept.

Dia. 2. The throw-in at 9 effectively reduces Black's liberties.



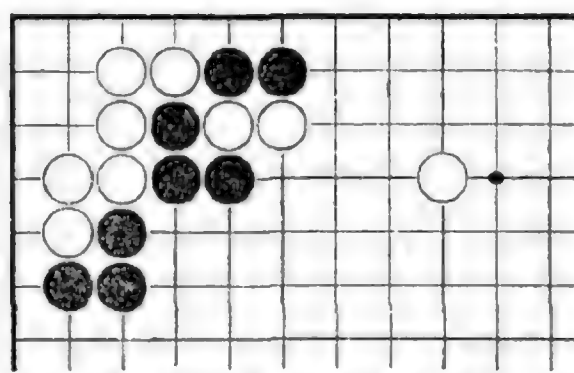
Dia. 3: success

Dia. 4: failure

5: connects

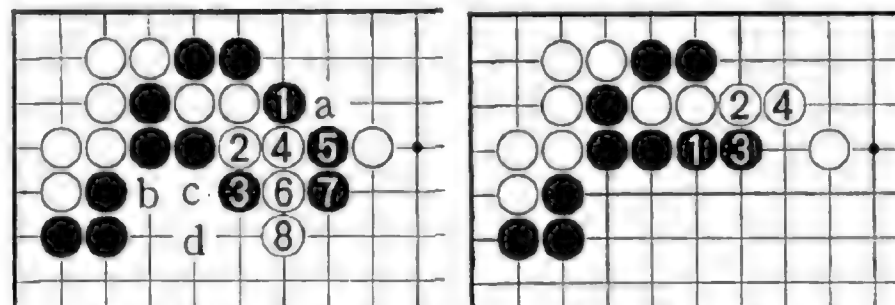
Dia. 3. White plays 11 and 13 and wins the race to capture by one move. Black can play at 'a' along the way, but no matter what happens White saves his five stones, which was the original purpose of the sacrifice. This is a success for White.

Dia. 4. Responding to Black 1 with 2 and 4 immediately does not work for White. The sacrifice of a single stone just isn't enough, and White loses the fight.



Problem 1: Black to play

How should Black use his two stones at the top?

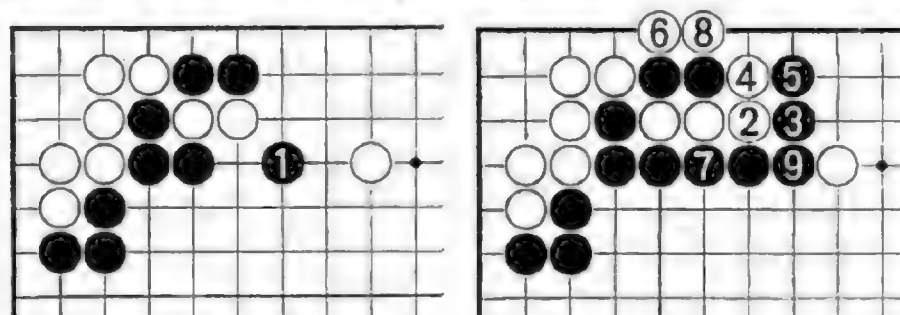


Dia. 1: not enough

Dia. 2: sacrifice

Dia. 1. What about Black 1 through 7, shown here? These are forcing moves, but they weaken the black group at the left. Black can next fix up his shape at the top with 'a', but he gets a bad result on the left when White squeezes with 'b', Black 'c', White 'd'. This result is a failure for Black.

Dia. 2. Sacrificing two stones is the right idea, but the direct approach with 1 and 3 does not work well. All Black accomplishes is to help White seal off the top area.



Dia. 3: the 'kado'

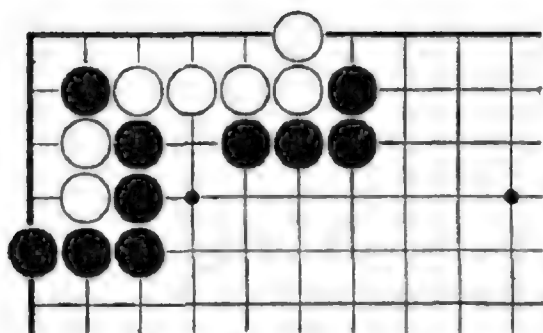
Dia. 4: success

Dia. 3. Black doesn't need his two stones, so he should use them to threaten the two white stones. Black 1, at the 'corner' (kado) of the white stones, is just the move — it enables Black to make very good shape. Black 1 is the first step towards getting sabaki (settling one's group).

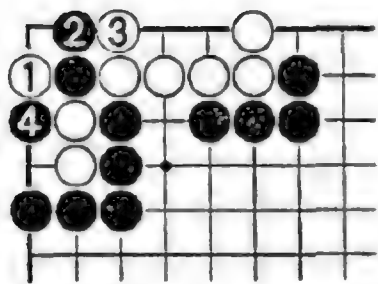
Dia. 4. White has to save his stones with 2, but that lets Black play the magnificent forcing sequence to 7. Connecting at 9 completes massive thickness which dominates the top and the solitary white stone virtually withers up and dies. This is the correct way to sacrifice.

Problem 2

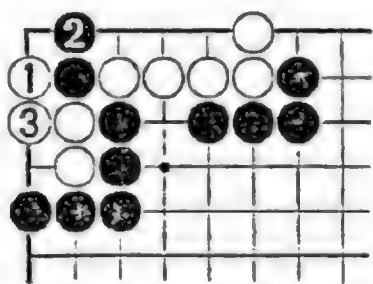
Where should White play to live in the corner? Finding the first move is easy; you must read out the entire sequence.



Problem 2: White to play



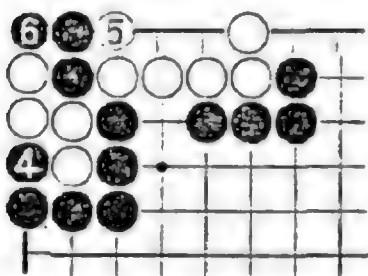
Dia. 1: too hasty



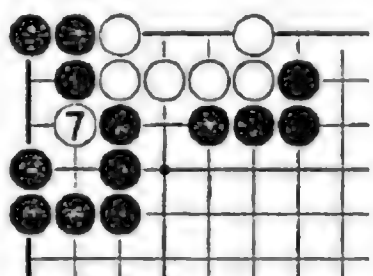
Dia. 2: atari first, then connect

Dia. 1. Giving atari at 1 is correct, but when Black extends at 2, White must not block at 3 immediately. Black throws in a stone at 4 and, after White takes two stones, Black plays another stone to the right of 1. White's group dies when Black connects 4.

Dia. 2. Connecting at 3 is correct — this is the vital point. The stones must be sacrificed in this shape for the tesuji to succeed.



Dia. 3: success



Dia. 4: success

Dia. 3. White 5 forces Black to capture four stones, but this is part of the tesuji. White's next move should be obvious.

Dia. 4. After the four white stones are removed from the board, White's plan becomes clear. He captures the three black stones and secures life for his group. This is the 'ishi no shita' tesuji, or playing under the stones.

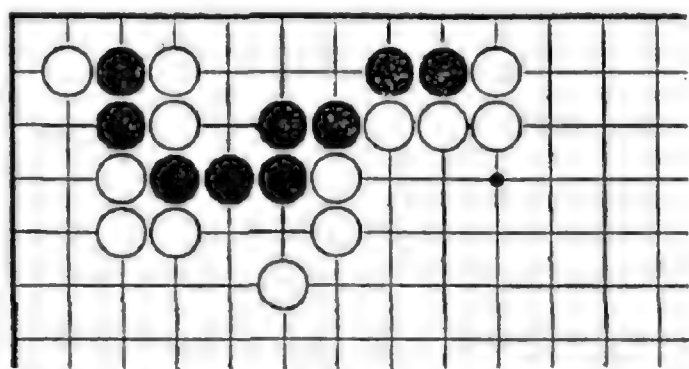
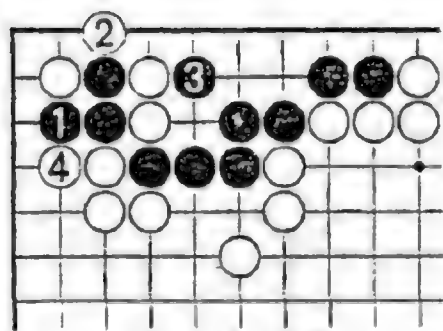
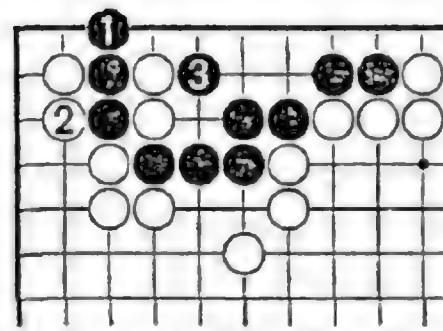


Illustration 2: Black to live

Black's two stones in the corner cannot escape capture, but they may be useful in giving life to his large group. How?



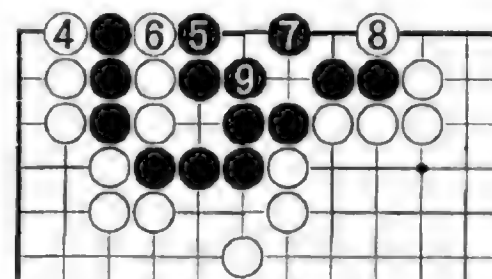
Dia. 1: failure



Dia. 2: extend to the edge

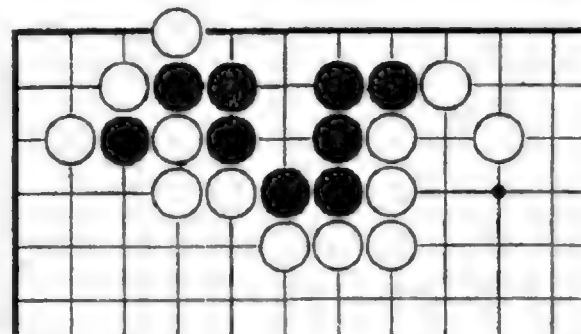
Dia. 1. Black can try to draw out his two stones like this, but White 2 and 4 prevent him from increasing the number of liberties. The large group is still not alive, so Black must find a more inventive way to sacrifice his two stones.

Dia. 2. Extending to the edge is the only alternative. White 2 follows and Black attaches at 3, beginning a two-move squeeze.



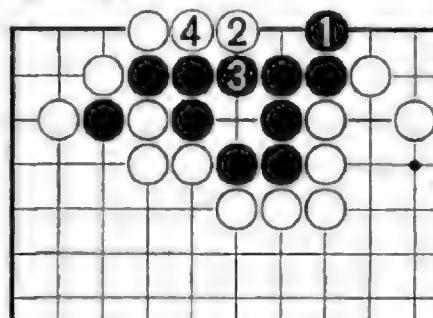
Dia. 3: success

Dia. 3. If White plays at 4, Black extends to the edge with 5. Black 7 gives the group two eyes. Black's success is the result of his adding one more stone to the original sacrifice.

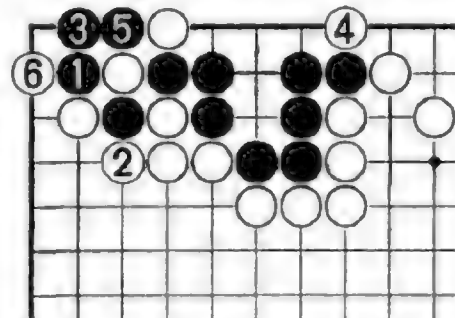


Problem 3: How can Black's group live?

The answer to this one is not obvious — it requires a bit of skill and reading to make the group alive.



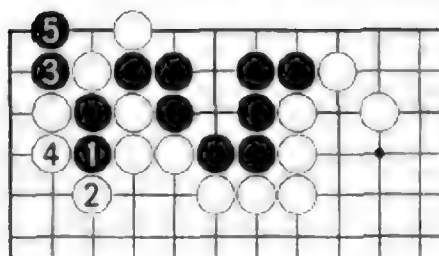
Dia. 1: failure



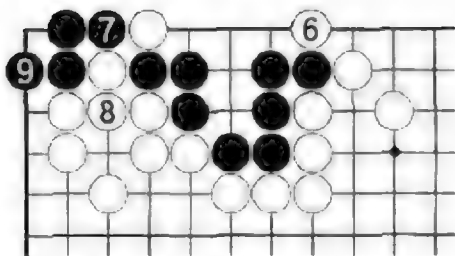
Dia. 2: another failure

Dia. 1. The sagari of Black 1 fails: White 2 makes 3 and 4 miai. Black has to do something to prevent White from playing at 4.

Dia. 2. Black might consider playing at 1, then extending to the edge with 3, but White would play 4 and 6, forcing a ko. Unconditional life would be nicer, but how?



Dia. 3: sacrifice

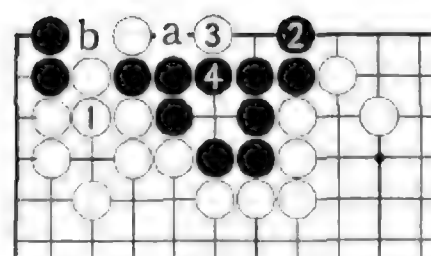


Dia. 4: success

Dia. 3. Black must extend at 1, sacrificing two stones instead of one. That gives Black the clever tesuji of 3 and 5, extending to the edge.

Dia. 4. If White plays 6, Black answers with 7 and 9 and makes another eye in the corner.

Dia. 5. Instead of 6 in Dia. 4, White would



Dia. 5: success

probably connect at 1. However, Black counters with 2 and White 3 does not work, as it did in Dia. 1: if White 'a', Black 'b'. If White 1 at 'b', Black lives with 'a', White 1, Black 2.

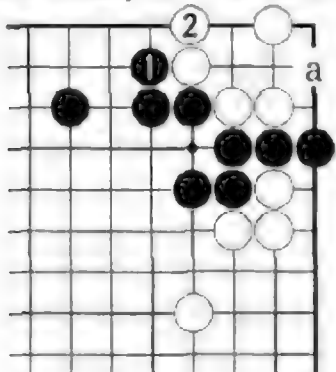
(‘Gekkan Go’, Nov. 1978. Translated by Max Golem.)

Life and Death Problems from Actual Play: Answers

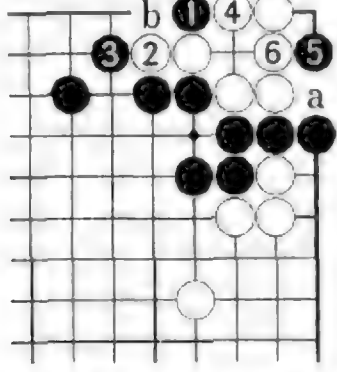
Answer to Problem 1

Dia. 1. If Black just blocks at 1, White easily lives with either 2 or ‘a’.

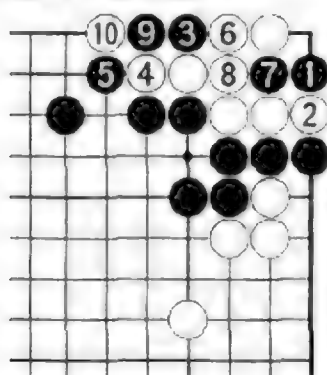
Dia. 2. Black 1 is the vital point, but here the timing is wrong. After White 6, ‘a’ and ‘b’ are miai, so White lives.



Dia. 1: crude

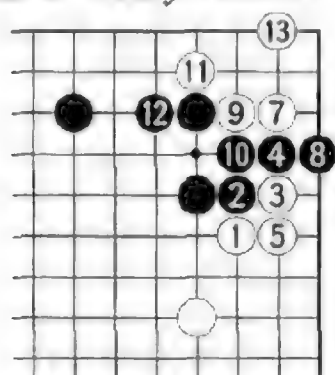


Dia. 2: badly-timed



Dia. 3: correct

11: at 9



Dia. 4

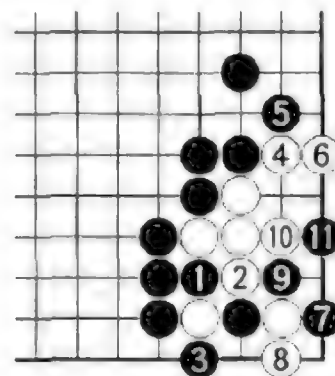
6: tenuki

Dia. 3. Playing 1 before 3 is the correct order of moves. This way White has no choice about answering at 2. Black kills the group with the continuation to 11.

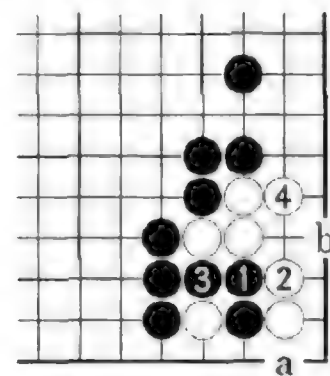
Dia. 4. The position arises when White plays 1 to 5, Black tenukis, then White invades. This invasion should not be allowed to succeed.

Answer to Problem 2

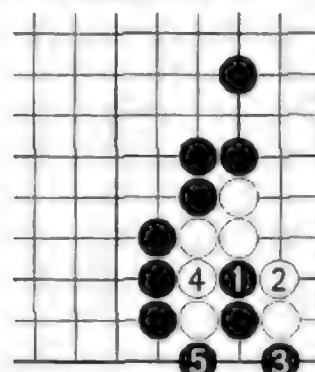
Dia. 1. Black 1 shows a lack of imagination. Black can get a ko, but this is not good enough.



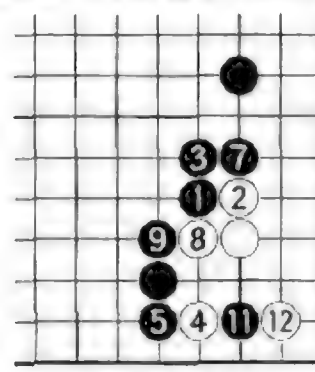
Dia. 1: insufficient



Dia. 2: wrong follow-up



Dia. 3: correct



Dia. 4

6, 10: tenuki

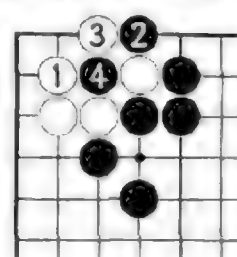
Dia. 2. Black 1 is a strong move, but 3 is the wrong continuation. White 4 makes miai of ‘a’ and ‘b’, so White lives.

Dia. 3. Black 1 and 3 are the strongest combination. If White 4, Black links up with 5, and there is no way for White to live.

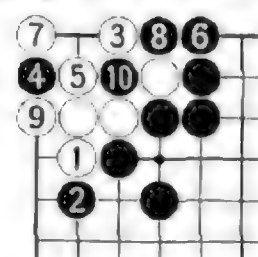
Dia. 4. We get the original position when White tenukis twice.

Answer to Problem 3

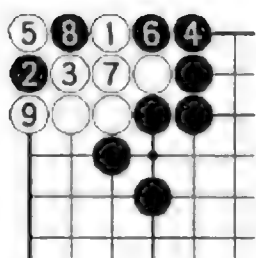
Dia. 1. If White 1, Black gets a ko with 2.



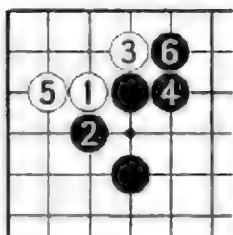
Dia. 1: ko



Dia. 2: ko



Dia. 3: correct



Dia. 4

Dia. 2. White 1 and 3 look like the correct order, but appearances are deceptive. After the forced continuation to 8 White cannot connect at 9 because of shortage of liberties, so the result is another ko. To go back to the start, it should be obvious that the 1–2 exchange is bad for White.

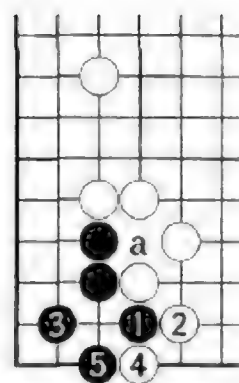
Dia. 3. Beginning with White 1 is the only way to secure unconditional life. Even if Black attacks with 2 and 4 as in Dia. 2, White 9 works perfectly (oshi-tsubushi — Black cannot connect).

Dia. 4. The position arises when White attaches at 1 and Black counters with 2, then pulls back at 4.

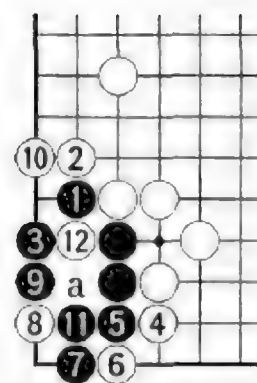
Answer to Problem 4

Dia. 1. If Black plays the usual combination of 1 and 3, a ko follows. This combination is only correct when the liberty at 'a' is filled in. When it is open, Black can live unconditionally.

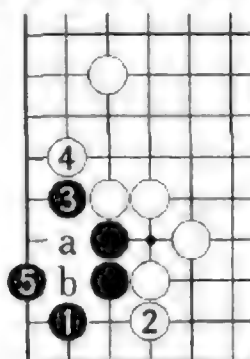
Dia. 2. The hane at 1 is worse. This way White



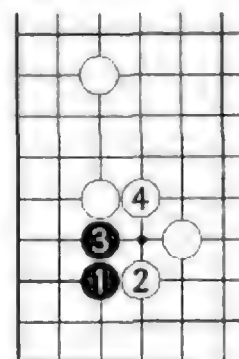
Dia. 1: wrong



Dia. 2: worse



Dia. 3: alive



Dia. 4

kills Black outright with the sequence to 12. Actually Black can get a ko by playing 5 at 'a' or at 11, but still Black 1 is wrong.

Dia. 3. Dipping into the corner with 1 is the tesuji. Black lives unconditionally up to 5. If White 2 at 'a', Black lives with 'b', White 3, Black 2.

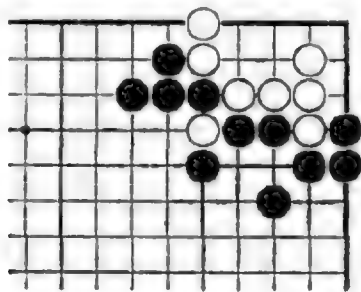
Dia. 4. The problem comes up when Black invades under the high corner enclosure here.

(*'Igo Kenkyu'*, February 1957)

One Page Lesson: Endgame Technique

Miwa Yoshiro 8-dan

In the endgame every point matters, and a mistake in the timing of a move can mean the difference between victory and defeat. Sometimes there's a better move than the obvious move, if you are only prepared to look for it.

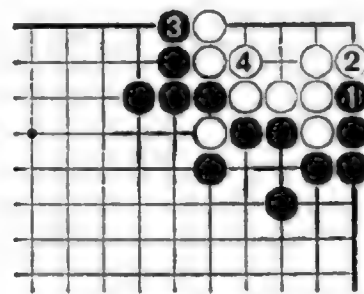


Dia. 1: Black to play

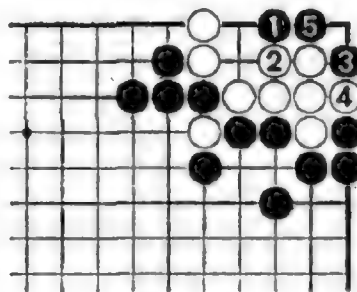
Dia. 1. What is Black's best move against the corner?

Dia. 2. Black 1 and 3 are sente and look reasonable. White gets five points in the corner. Actually these moves are unimaginative.

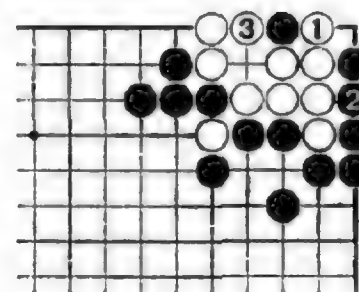
Dia. 3. Black 1 is often a vital point for attacking a corner group. If White 2, Black 3 is a follow-up tesuji; if next White 4, Black puts the



Dia. 2



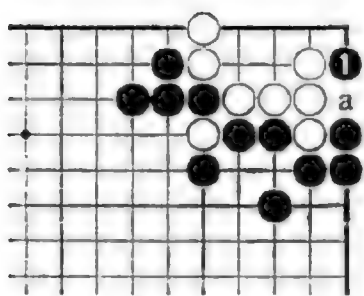
Dia. 3



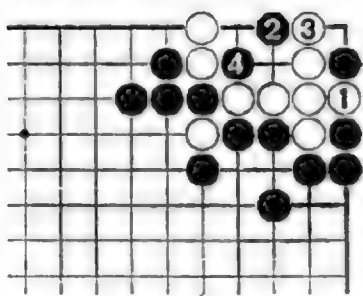
Dia. 4

corner into ko with 5. This would be a nice result for Black, but will White be so cooperative? Instead of 4 —

Dia. 4. If White retreats with 1, Black must play 2, so White saves the corner group with 3. This way White only has three points, a two point loss



Dia. 5

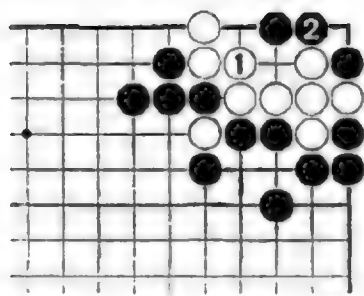


Dia. 6

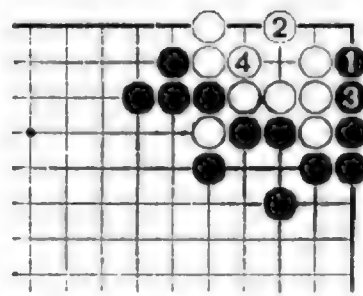
compared to Dia. 2, so this might look like the correct sequence for Black. Not so — he has an even better move in the corner.

Dia. 5. Attaching at 1 immediately (in contrast to Dia. 3) is the best move. If White yields to the temptation to intercept at 'a' —

Dia. 6. Black 2 is a severe follow-up. If White 3, Black 4 kills the corner, as White cannot give atari on either side. This is out of the question for White, so —



Dia. 7



Dia. 8

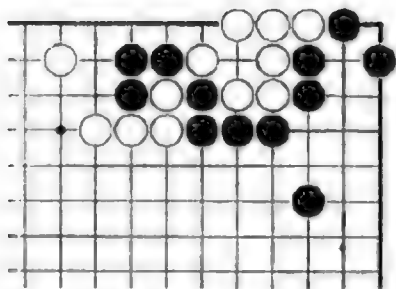
Dia. 7. He might connect at 1, but then Black 2 sets up a ko. The conclusion is that —

Dia. 8. White cannot intercept when Black plays 1. He has to answer tamely at 2, since at least this ensures his survival. However, his corner territory is now reduced to a miserable two points. This shows the difference that a bit of care with your endgame can make.

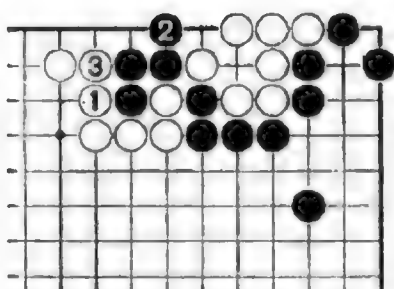
(‘Igo Club’, February 1982)

One Page Lesson: Semeai Tesuji

Nakagawa Shinji 7-dan



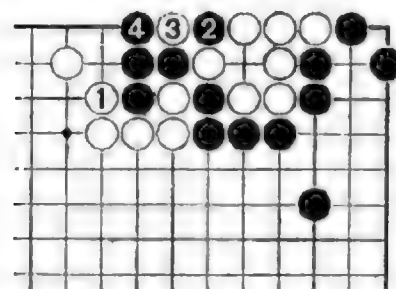
Dia. 1: White to play



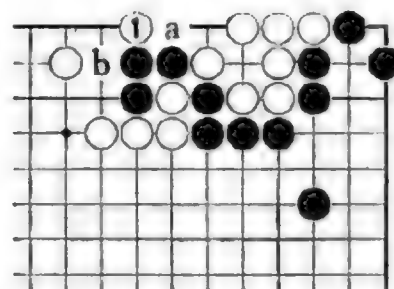
Dia. 2

Dia. 1. White and Black are involved in a semeai (capturing race) at the top. If it were Black's turn to play, he would win easily. The problem is what happens when White has the first move. This position is quite complicated.

Dia. 2. White 1 hopes for Black 2, in which case 3 wins the fight as Black cannot give atari. However, no self-respecting player will collapse so easily. Instead of 2 —



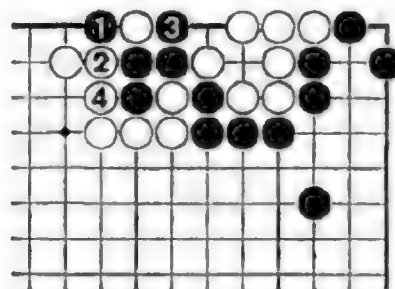
Dia. 3



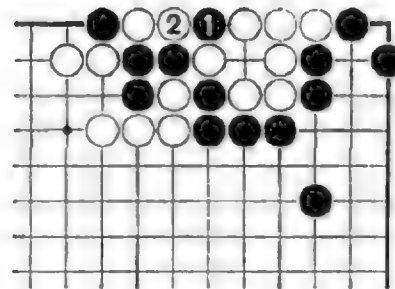
Dia. 4

Dia. 3. Black will throw in at 2, then start a ko with 4. Since he started out with an eye, White might be dissatisfied with having to play a ko, but can he do any better?

Dia. 4. Attaching at 1 on the edge looks like a tesuji. If Black 'a', White plays 'b' and wins the fight, as once again Black cannot give atari.



Dia. 5



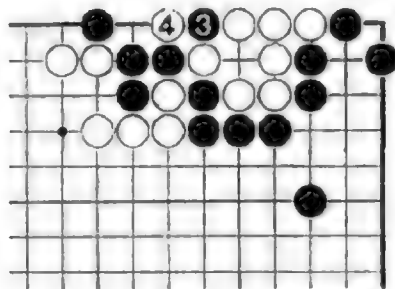
Dia. 6

So, in response to 1 —

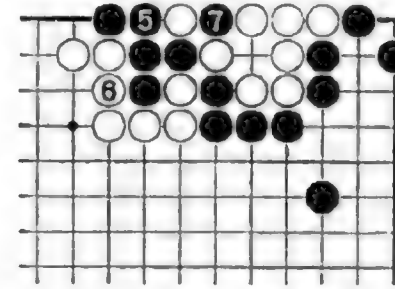
Dia. 5. Black has no choice but to play the hane at 1. White then cuts at 2; if Black carelessly answers at 3, White wins the fight with 4. Instead of 3 —

Dia. 6. Like a cornered rat turning on the cat, Black might throw in a stone at 1. White must play 2, whereupon —

Dia. 7. Black again gives atari at 3, forcing White 4.



Dia. 7



Dia. 8

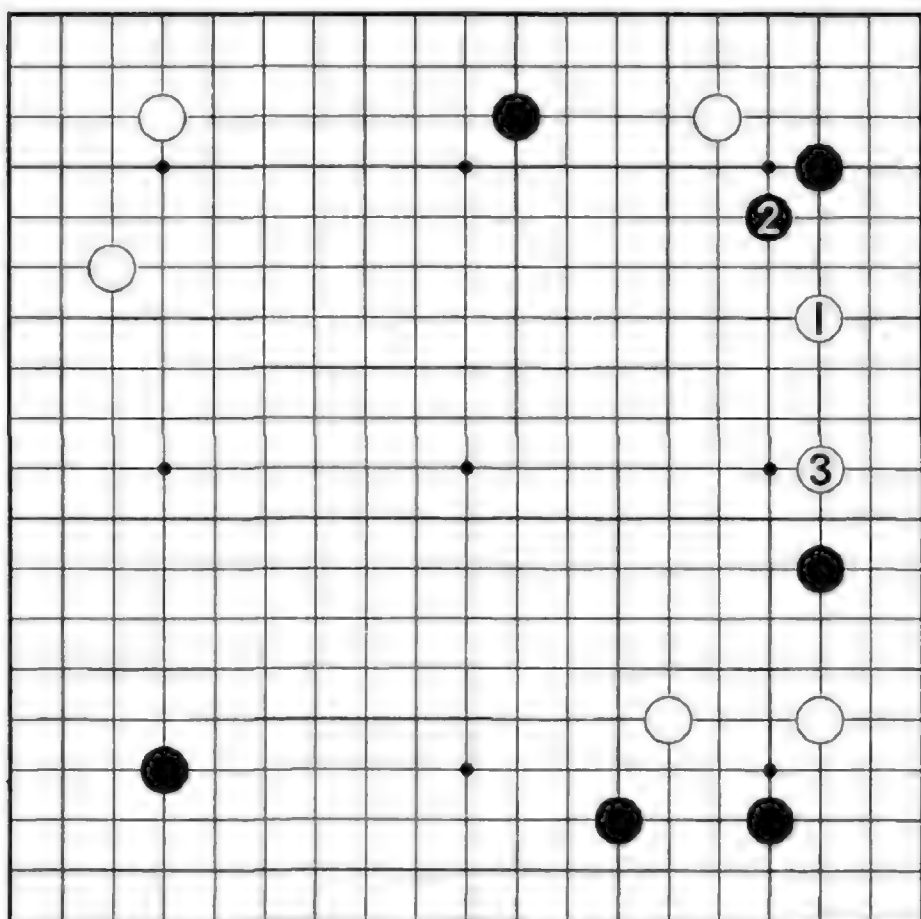
Dia. 8. With 5 and 7 Black gets the ko that he has been hoping for. His string of tesujis has taken skilful advantage of White's shortage of liberties. The conclusion is that White has no way of avoiding the ko if Black plays correctly.

(‘Igo Club’, March 1982)

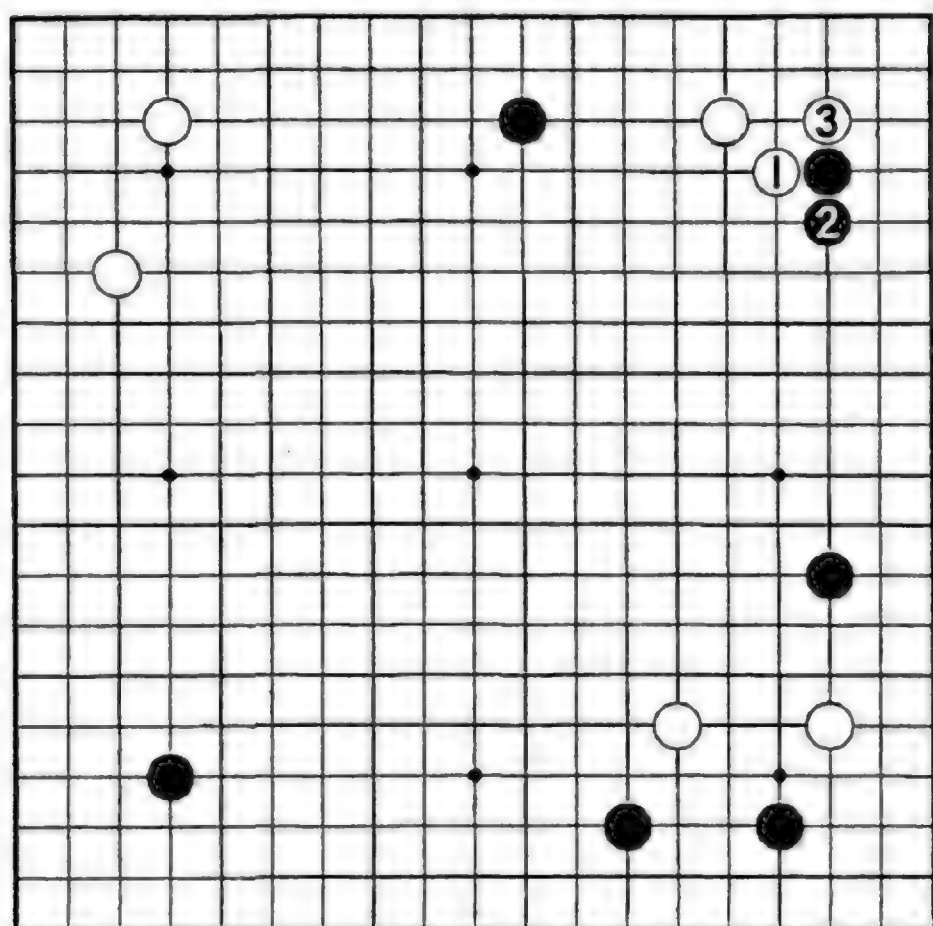
The Great Joseki Debate

Honda Kunihisa 9-dan

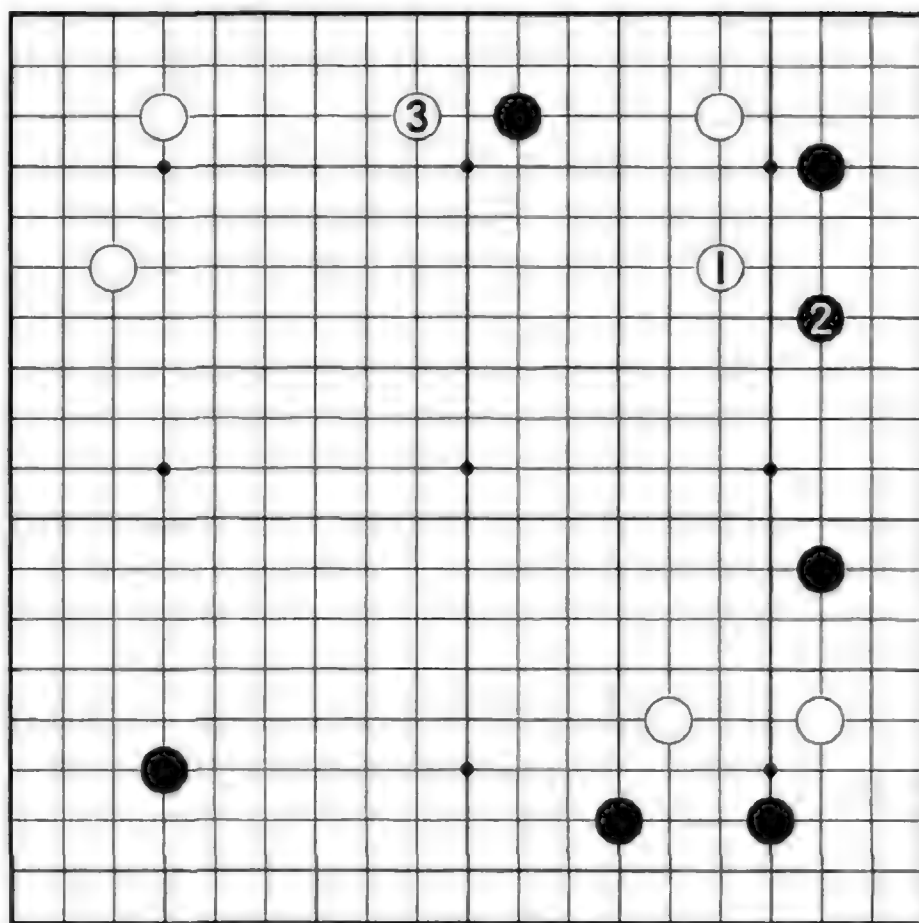
How to choose a joseki in relation to the board as a whole is the theme of this debate. The problem in this issue's fuseki is how White should play in the upper right corner. Three proposals are being made: which one do you think fits the opening best?



Dia. A



Dia. B



Dia. C

A: The counter pincer at 1 seems right here. If Black comes out at 2, White can extend to 3. White wants to emphasize the right side. The top is not so important.

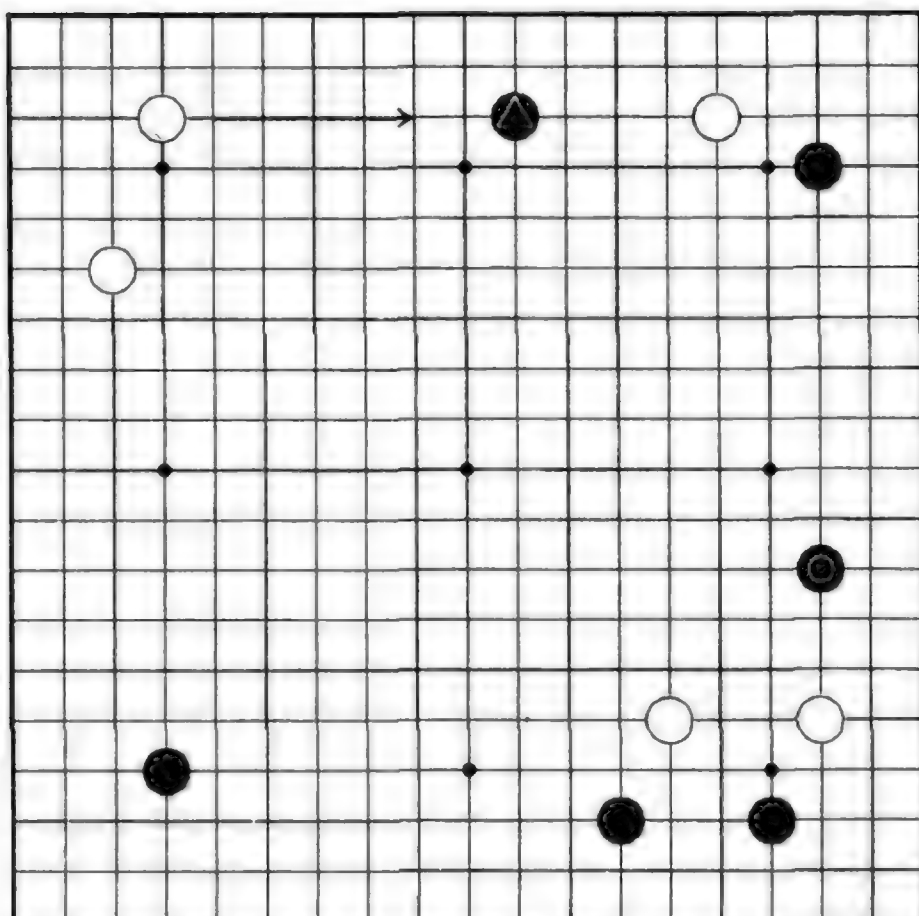
B: I'd rather attach with 1 in Dia. B. When Black extends at 2, White can hane at 3. The idea is that White should make his own stones safe before mixing it up.

C: I can't go along with either of you. If White plays the two-space jump, Black will probably answer at 2. White can then get in the nice extension at 3.

Fuseki Analysis

Since josekis work effectively in a certain direction, it is necessary to examine adjacent positions to determine the best joseki for a particular opening. Positions in the opposite corner are usually only a factor when a ladder is involved. In this issue's fuseki (fuseki diagram, next page), White must decide whether to stress the right side or the top before deciding how to play in the upper right corner.

At the top, White's large knight enclosure in the upper left corner works in the direction of

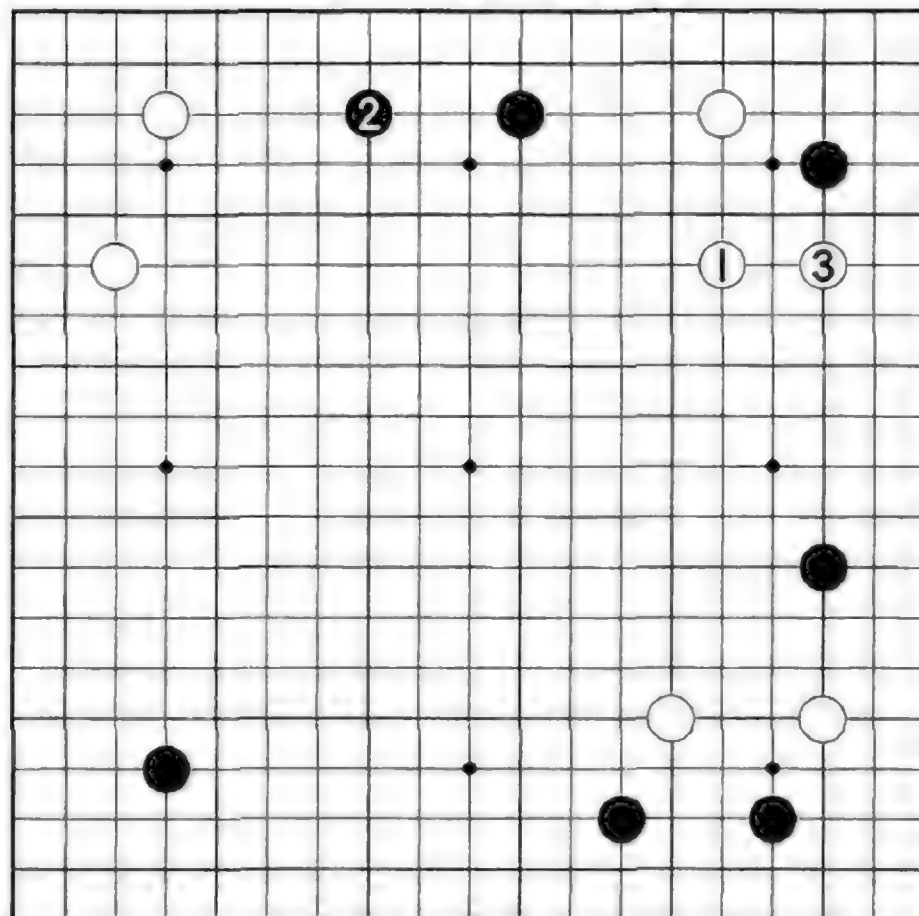


Fuseki Diagram

the arrow. In order to get the most effective use out of it, White wants to build a moyo in front of it. On the right, White does not want to fight because Black has more stones in this half of the board. At the same time, because the circled black stone is on the third line, he should have no qualms about giving Black territory there.

C Wins the Debate

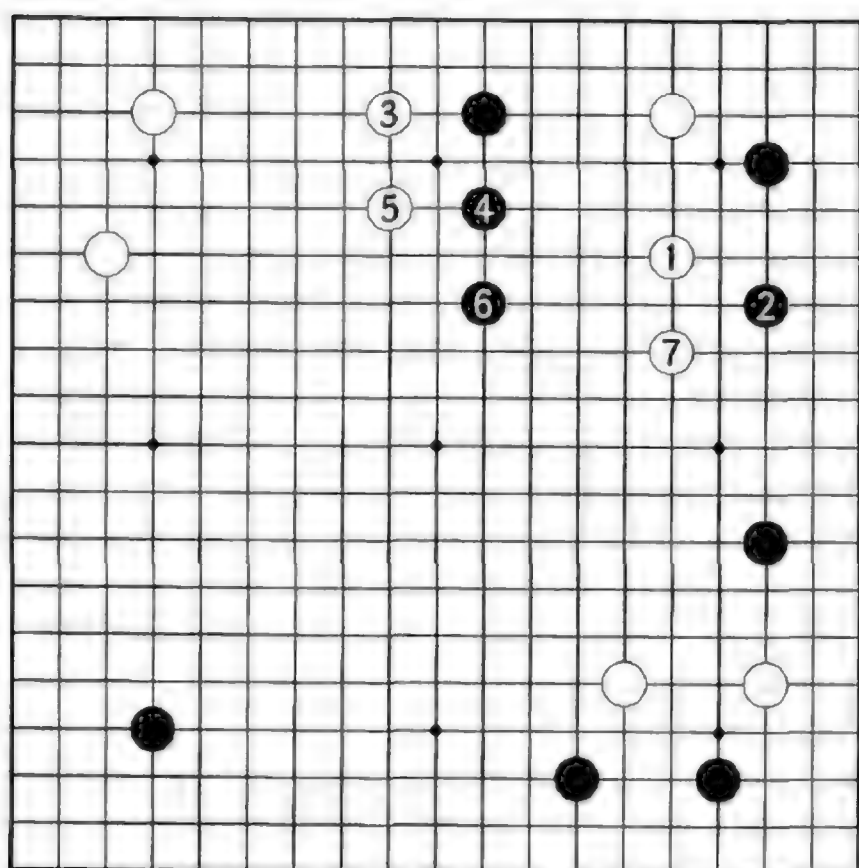
The two-space jump in Dia. 1 is the correct answer. After Black 2, White extends from his



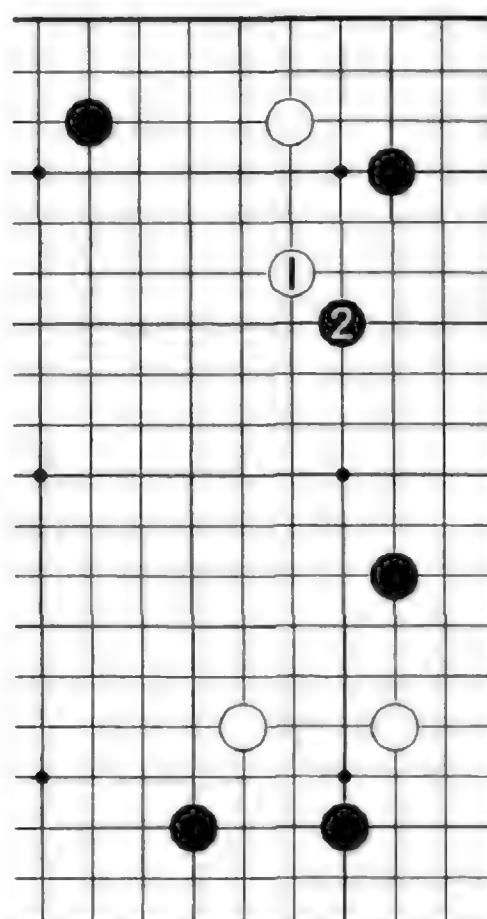
Dia. 2

enclosure to 3 and takes the initiative. The series of one-space jumps to White 7 is natural. While White has succeeded in building up a moyo in front of his enclosure, Black's right side has become too flat.

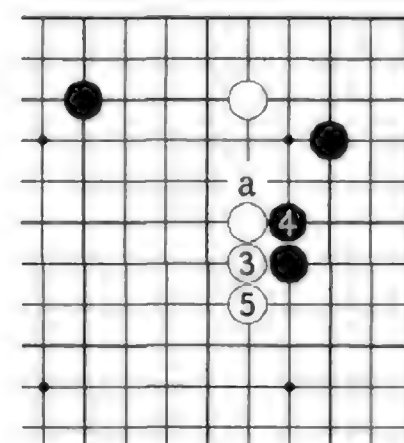
Black would like to avoid the result in Dia. 1, but he has no other move that gives him a satisfactory result. If he extends to Black 2 in Dia. 2, White will be satisfied with blocking at 3. Though Black's stone in the corner will not be captured, the right side has now become White's



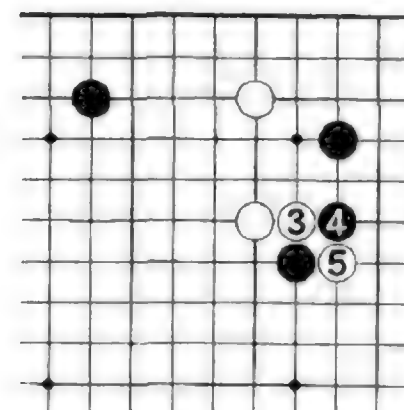
Dia. 1



Dia. 3



Dia. 4

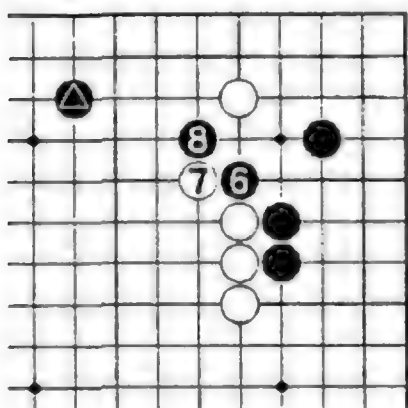


Dia. 5

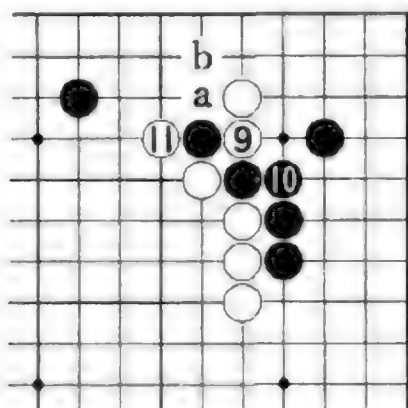
sphere of influence.

If Black tries 2 in Dia. 3, White can either push at 3 in Dia. 4 or push through and cut with 3 and 5 in Dia. 5. Neither will give him a bad result. For example, if Black draws back at 4 after the push in Dia. 4, White will extend at 5 (he must not be tempted to fall back at 'a').

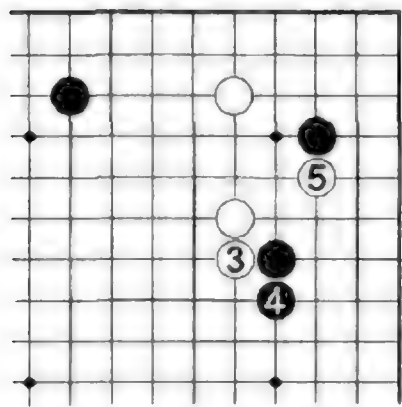
Moving out ahead like this is a good result for White. Black cannot snip off the white stone with 6 and 8 in Dia. 6 because White can set up a ladder with 9 and 11 in Dia. 7 (Black 'a' is answered by White 'b').



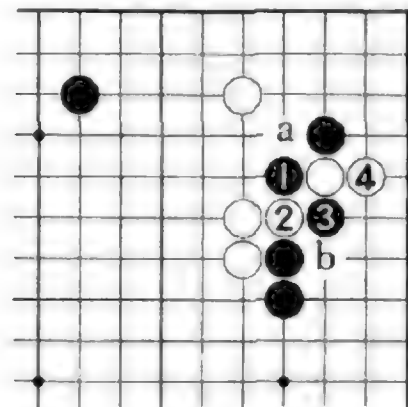
Dia. 6



Dia. 7

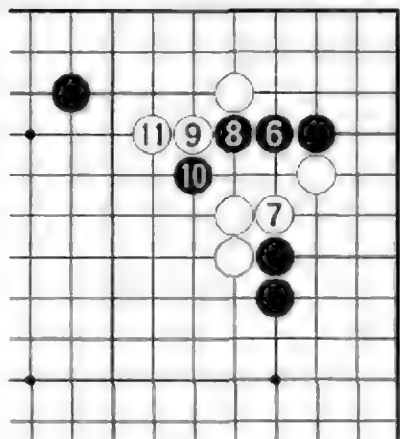


Dia. 8



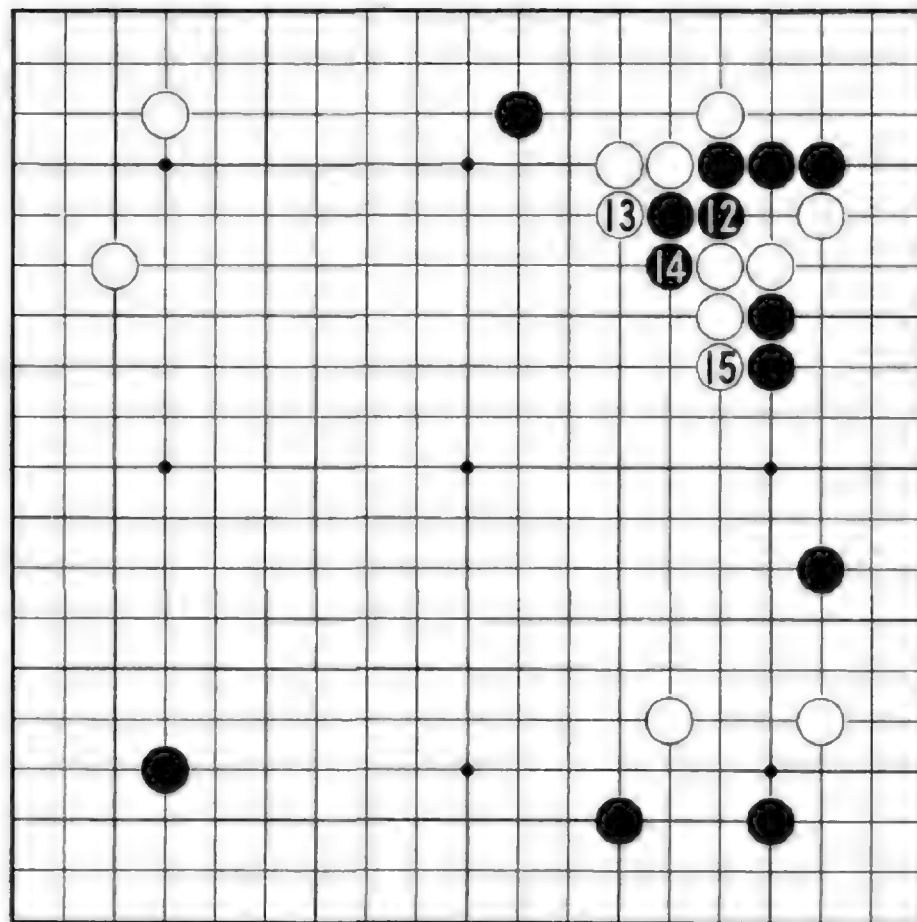
Dia. 9

If Black tries to stay ahead in the pushing race by switching 4 in Dia. 4 to 4 in Dia. 8, White will attach at 5. If Black then hanes at 1 in Dia. 9, his position comes apart after White 4, since White can cut at either 'a' or 'b'. Because he cannot connect after Dia. 8, he has no other choice but Black 6 in Dia. 10. After White blocks at 7, the sequence continues to White 11. When Black connects at 12 in Dia. 11, White will turn at 13 to induce Black 14. He will then be able to push in good order with White 15. The fighting after White 15 will be difficult, but White will be able to hold his own.

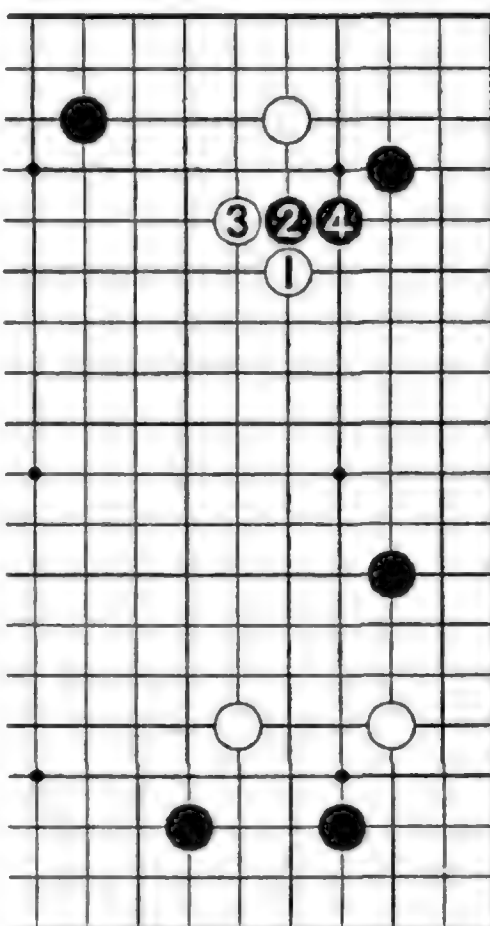


Dia. 10

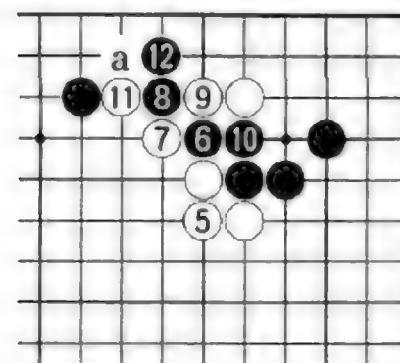
Another possibility for Black 2 is the Black 2-4 combination in Dia. 12. Connecting solidly at 5 in Dia. 13 is pointless because Black



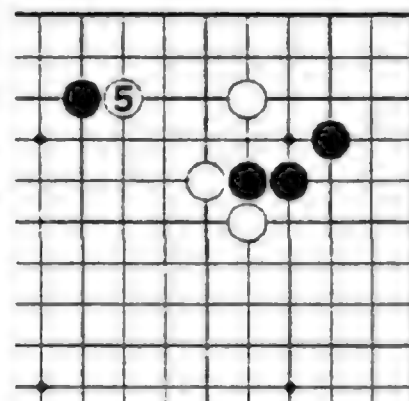
Dia. 11



Dia. 12

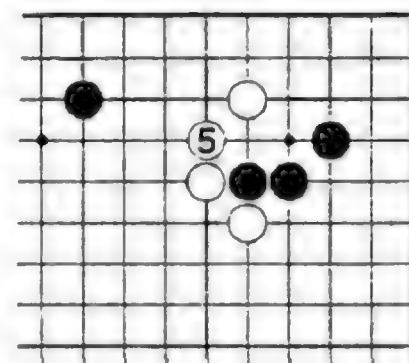


Dia. 13



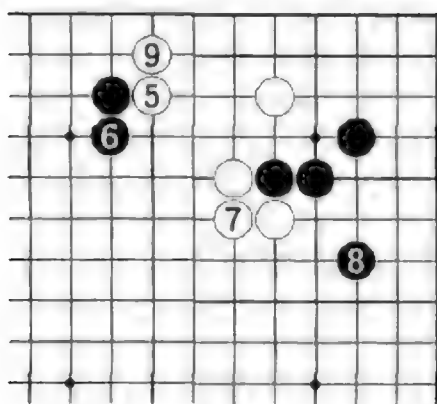
Dia. 14

6 and 8 are just right: after Black 12 White has no move at 'a'. White's choices are therefore limited to the attachment at 5 in Dia. 14, which dodges a direct confrontation, and the pullback in Dia. 15, which asks for one.



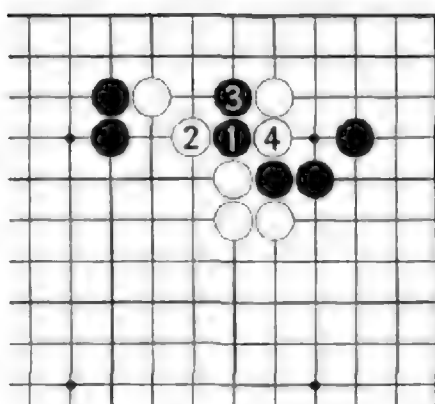
Dia. 15

After White 5 in Dia. 14, White will connect solidly in Dia. 16 (next page) after Black extends at 6. The joseki then comes to a pause

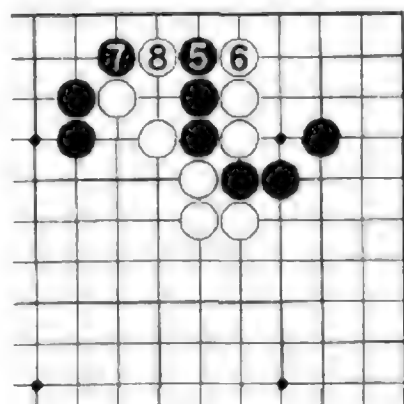


Dia. 16

after Black 8 and White 9. Note that Black cannot switch 8 to Black 1 in Dia. 17. If he does, White has a good cut at 4. After Black 7 in Dia. 18, Black is captured when White plays in at 8.



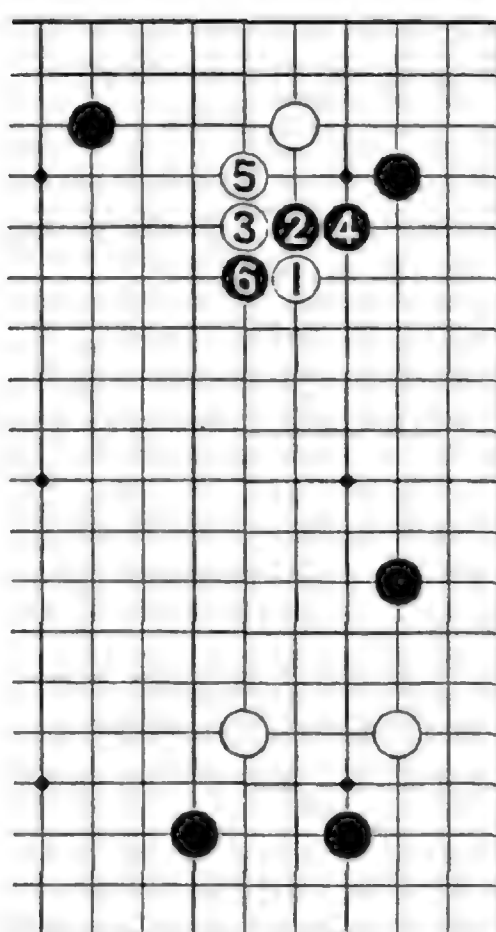
Dia. 17



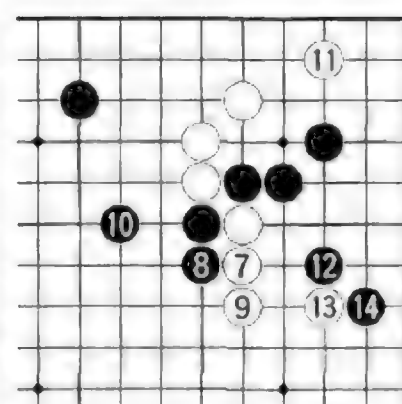
Dia. 18

If Black were kind enough to follow this joseki, White would have no complaints; however, Black will switch 6 in Dia. 16 to Black 6 in Dia. 19. In the result to White 9, each side captures a stone. White gets good shape at the top, but more important than this is that the circled black stone works nicely with the high position of Black 6 and 8 to give Black an enviable formation on the right.

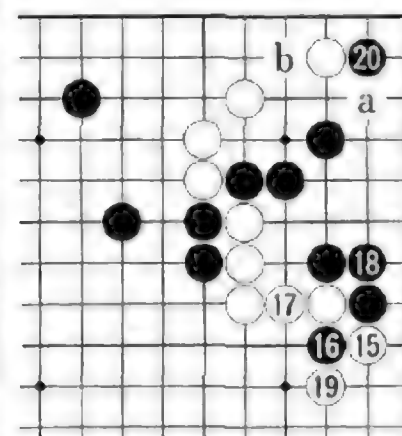
Dodging a fight with Dia. 14 fails, so White must pull back with White 5 in Dia. 20. White 7 in Dia. 21 is the only move when Black cuts at 6. After Black closes White in with 8 and 10, White makes a base in the corner with 11. Black



Dia. 20



Dia. 21

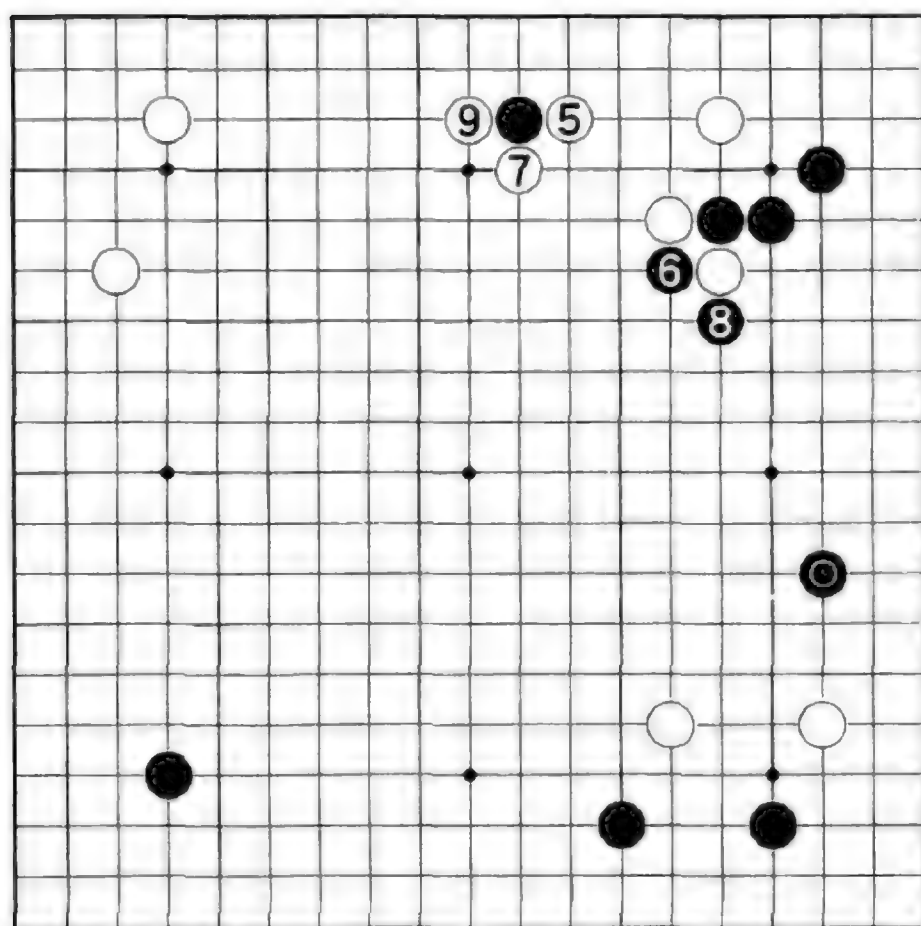


Dia. 22

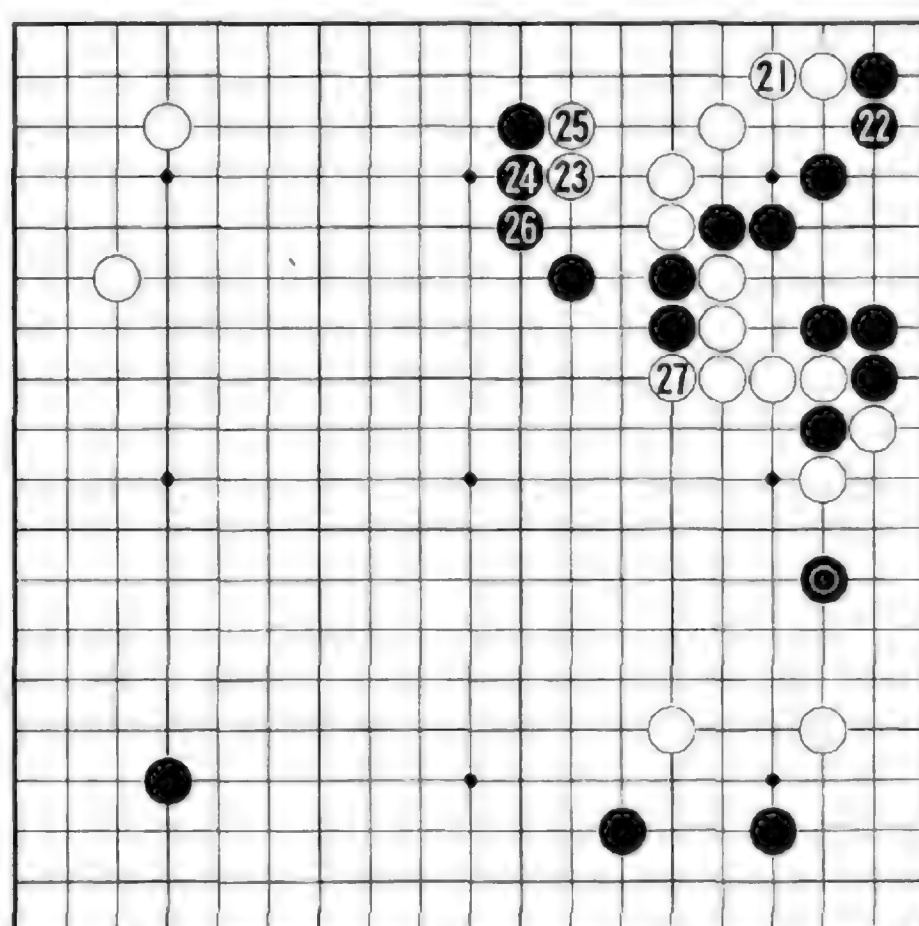
now has to make life up to Black 20 in Dia. 22. White cannot hane at 'a' because of Black 'b'. Black cannot omit 20 because White 'a' would endanger his group.

Once Black has lived, White must settle his stones with the sequence to White 25 in Dia. 23. Since Black cannot easily omit Black 26, White has sente to push up at White 27 — a key point as well as a thick move. In the result to White 27, all of White's stones are working effectively, but the circled black stone has been transformed into a bad move.

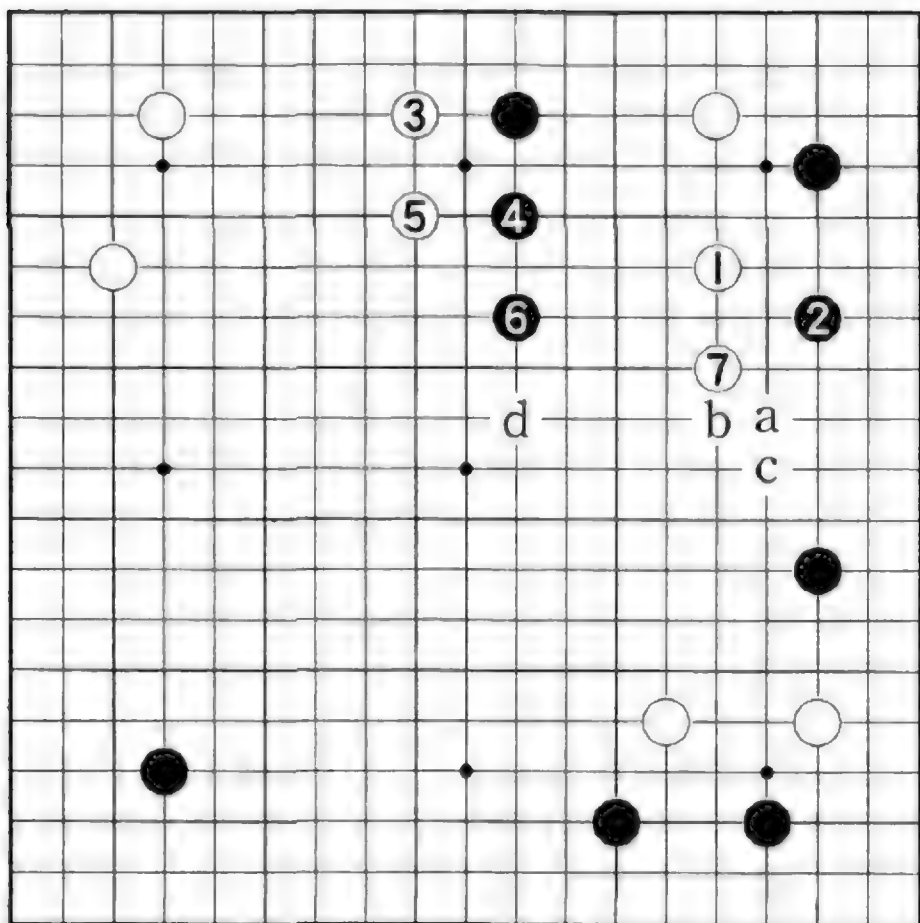
The variations studied so far make it clear



Dia. 19

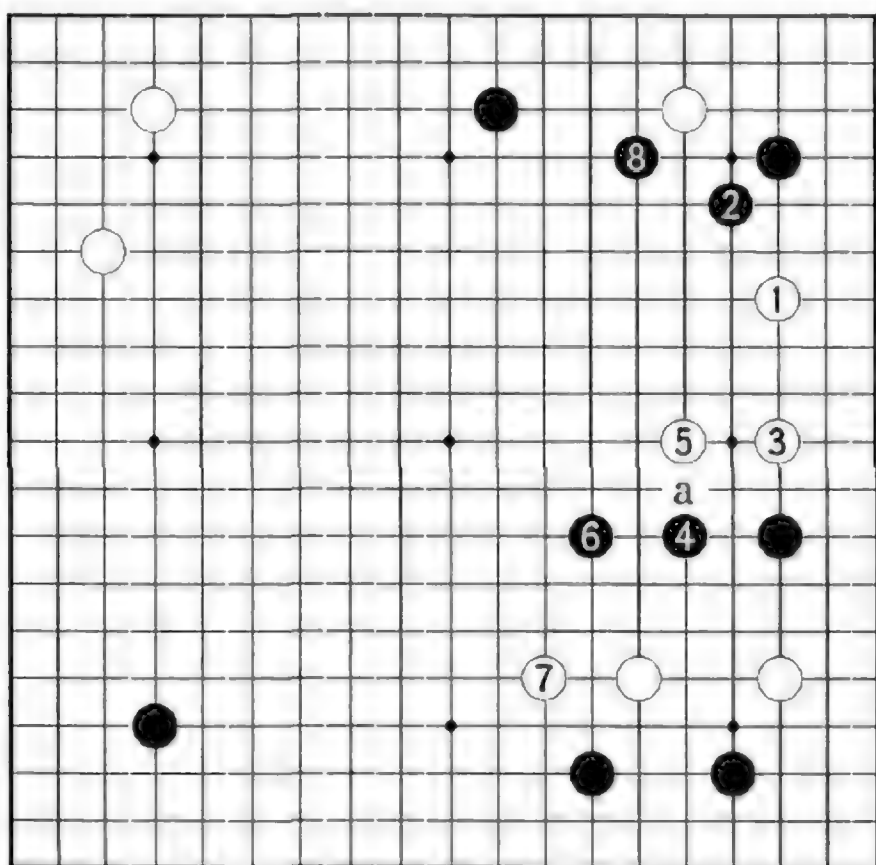


Dia. 23



Dia. 24

that Dia. 24 (Dia. 1) is the development that can be expected in this issue's fuseki. Close reading is not as important as the feeling that the blocking extension at 3 is the right move. If Black plays 'a' after the sequence to White 7, White will force Black 'c' with White 'b', then cap at 'd'. Since this result is unpleasant for Black, he will probably jump to 'd' instead. In this case, White will be able to play the kosumi at 'a'.

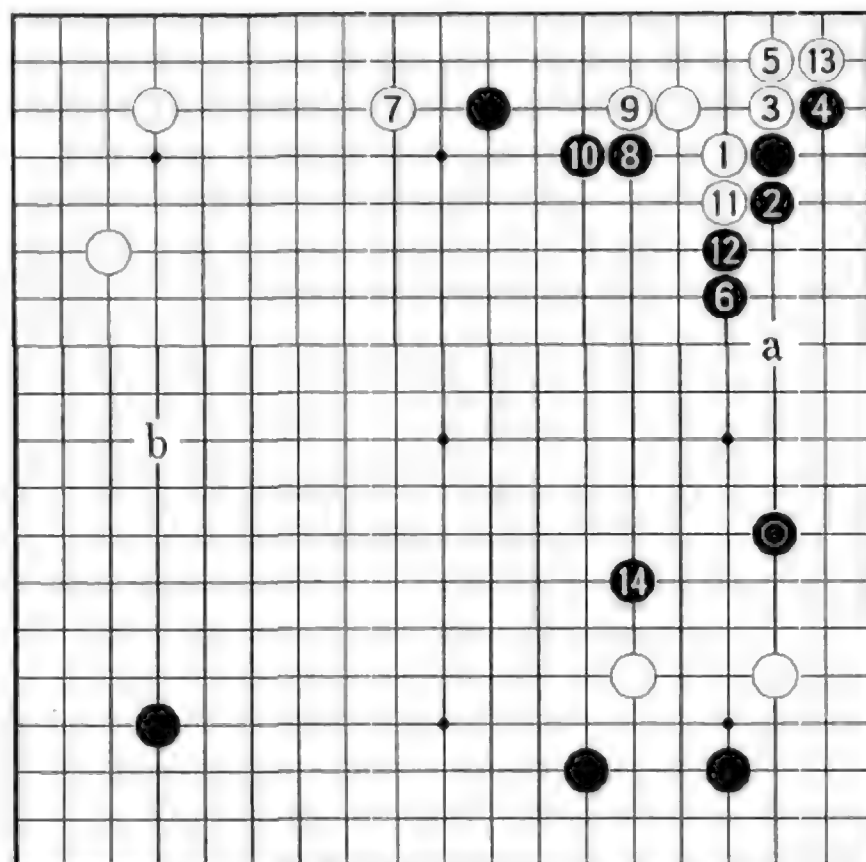


Dia. 25

('Gekkan Gogaku', December 1981. Translated by David Thayer.)

A's Proposal

A has proposed the counter pincer at 1 in Dia. 25. After Black 2 White will extend at 3. Unlike the two-space jump, the counter pincer emphasizes the right side, but in this fuseki it represents the wrong direction. The result would not be bad, however, if White could also play at 'a', but Black will naturally prevent this by jumping out to 4. After the jumps to White 7, Black can turn to the upper right corner with 8. Although the right side has been divided equally into three white and three black groups, White will be at a disadvantage in the fighting to come because Black has more stones there.



Dia. 26

B's Proposal

B's suggestion — White 1 in Dia. 26 — aims at settling the position quickly. Instead of Black 2, Black could also consider resisting with Black 3, but the sequence shown is good enough for him. The knight's move at 6 makes good balance with the circled black stone; it should not be at 'a'.

If White continues by extending to 7, Black will play the corner hit at 8, a key point in this shape. After the joseki to White 13, Black can build up the right with 14 while attacking the two white stones. He could also consider taking the large point at 'b' with Black 1, but either way the game is promising for him.

Page from Go History

Genjo v. Chitoku (iv): The Exquisite Dame Move

John Power

In this instalment we present the best-known game between Genjo and Chitoku. The game is famous because of one move, Black 69, which has been a source of controversy ever since it was played. Later players have not been able to decide whether it was an extremely subtle move or just a dame move which did not take any points. Nicknamed 'the exquisite dame move', it is perhaps the most famous move in go history after Shusaku's 'ear-reddening move'.

At the time of this game Genjo and Chitoku had already been playing each other for twenty-four years and must have known each other's style backwards. Each player was the head of his house and at the peak of his powers as a player. Born in another age, each might have become Meijin, but out of mutual deference and the recognition of how close they were in strength, neither sought promotion to the highest rank.

White: Honinbo Genjo (1775 – 1832)

Black: Yasui Chitoku (1776 – 1838)

Date: 2, 5, 7, 9 April 1812

White resigns after 155 moves.

Commentary by Shimamura Toshihiro 9-dan

Figure 1 (1 – 50)

White 10 is slack: it is a little too slow. White 32 would be preferable.

White 16. White hopes to make a strong attack on the black group.

White 26. An important point – Black 26 would settle Black's group.

Black 27. Not at 1 in Dia. 1, as White would block him off from the centre with 2 to 6.

Black 29. As usual Chitoku goes for profit, leaving his group on the left open to attack. He is relying on his ability at shinogi to keep out of trouble.

White 36 is a carefully calculated move. If White plays immediately at 38, that is, at 1 in Dia. 2, Black answers at 2, which is a good point for making eye-shape. If next White 3, Black gives up a stone. When White plays 36, he is hoping for the result in Dia. 3. The difference may not seem so great, but at the professional level it would be crucial. That is why Chitoku answers 38 at 39.

White 42. White still has his eye on the black group on the left. Attacking it directly would not work. If, for example, White plays 1 in Dia. 4 (next page), Black easily breaks through with the 2 – 4 combination.

White 44. If at 45, Black 44 would be severe.

White 50. Pushing through at 'a' is unreasonable. Black would make good shape with 'b', White 'c', Black 'd', White 'e', Black 'f'.

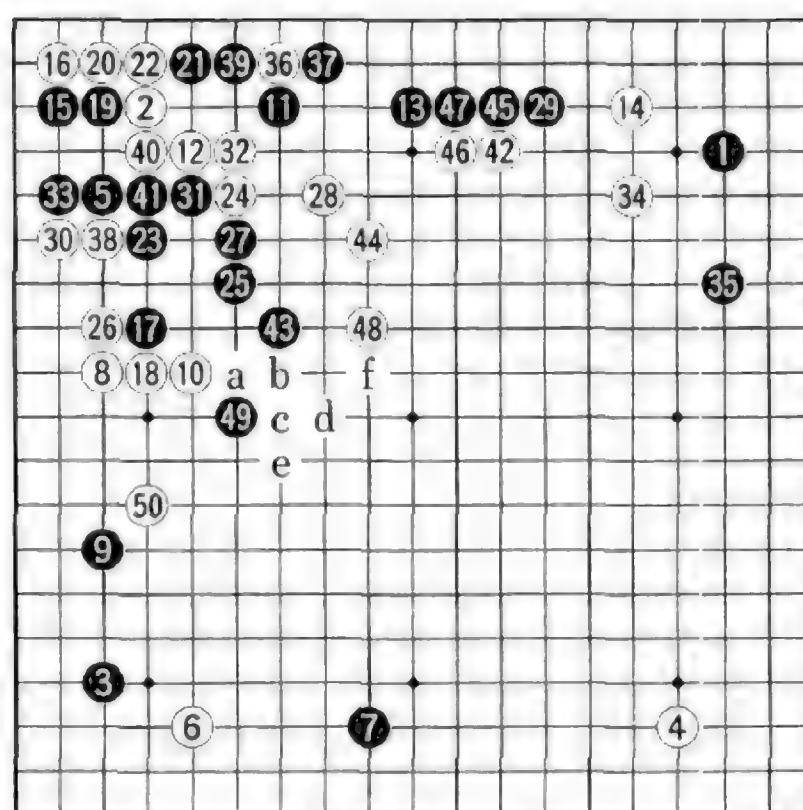
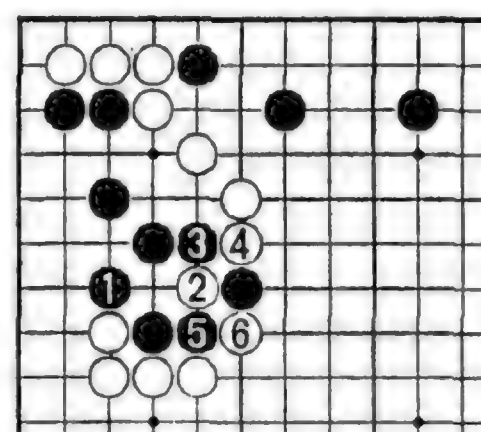
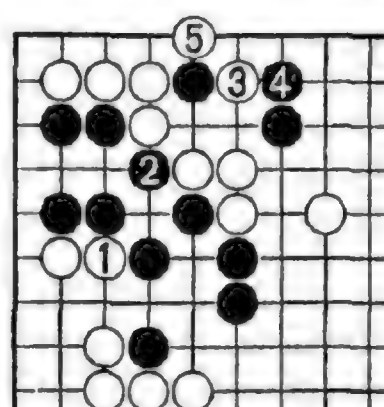


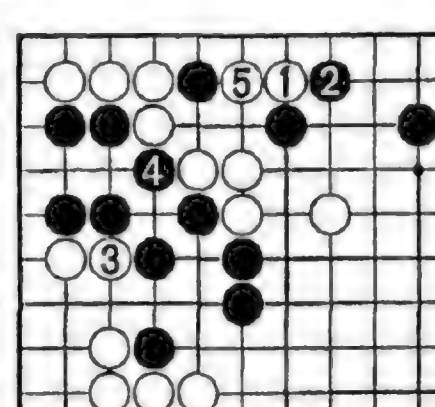
Figure 1 (1 – 50)



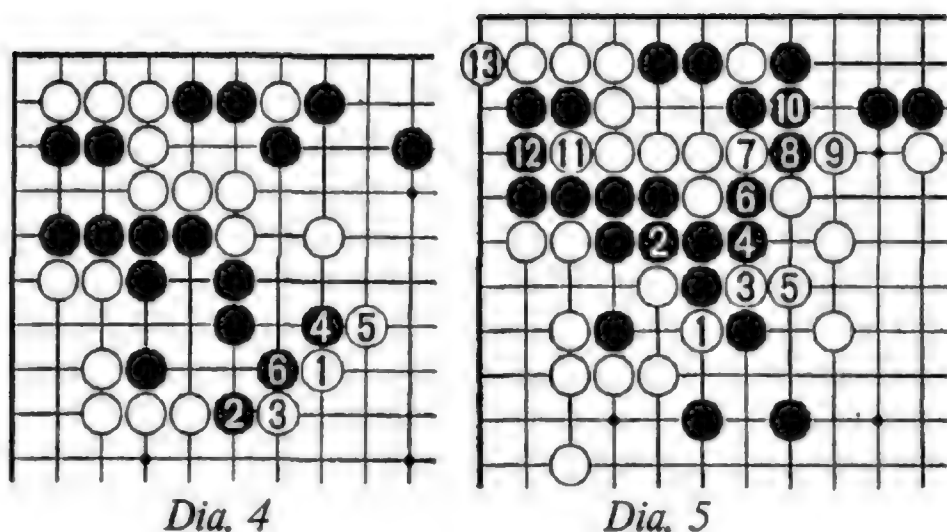
Dia. 1



Dia. 2

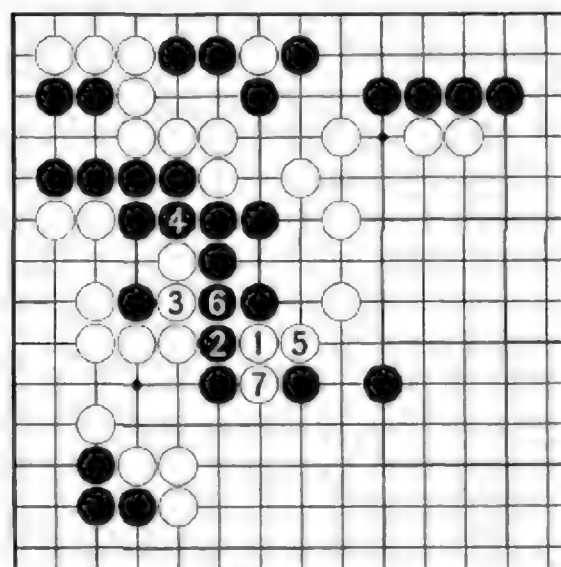


Dia. 3



Dia. 4

Dia. 5



Dia. 6

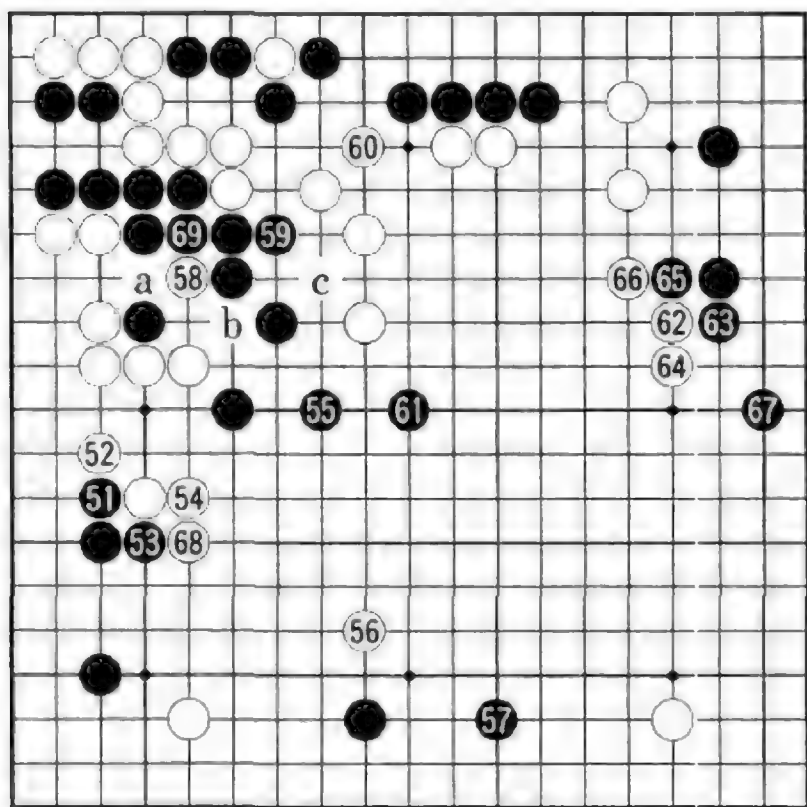


Figure 2 (51 - 69)

Figure 2 (51 - 69)

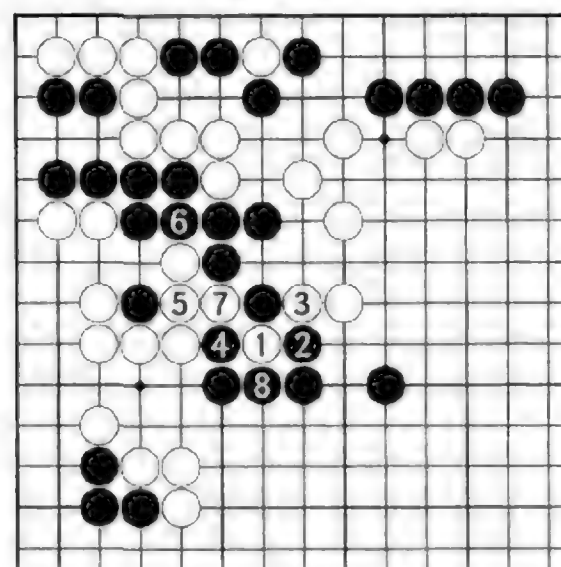
White 56. White is still concentrating on building thickness in the centre. If he just wanted profit, he would play 56 at 57, but then Black would jump to 56, making Black stronger in the centre.

White 58 is an unusual move but a good one. If Black omits 59, White 1 in Dia. 5 threatens to cut at 2 or 3. Black must answer at 2, but when White cuts at 3 Black loses the semeai that follows. In addition to this threat, White 58 sets up a reserve eye with 'a' in the figure.

White 62. White is still aiming at the black group on the left.

Black 69 is at first glance an incomprehensible move: Black is defending where White cannot cut. This is the move known as 'the exquisite dame move' (dame no myoshu), which has given this game a place in go history.

One popular theory has been that because Black was ahead in territory, he purposely wasted a move in order to urge White to resign. However,



Dia. 7

this kind of discourtesy towards the opponent does not jibe with what we know of Chitoku's personality.

Black 69 may not be an urgent move, but it does give Black a reserve eye here; if omitted, White can destroy all of Black's eye-potential with White 'b', which is sente, followed by White 'c'. Shimamura's conclusion is that Black 69 is a good move which has a very subtle effect on the game.

The late Kitani Minoru also thought that Chitoku's move deserved its high reputation. He commented that without 69 -

Dia. 6. White can aim at the severe move of 1. If Black carelessly answers at 2, White has a superb continuation with 3 to 7, so -

Dia. 7. Black has no choice but to block at 2. However, White still has a good continuation with 3 to 7, which deprives Black of his eye-shape in sente. Black 69 eliminates this kind of aji and reminds one that Chitoku was noted for his skill at shinogi. Nevertheless, one should add that most professionals would prefer to lead the black group further out into the centre rather than play such a slow-looking move. The reader can make up his own mind whether or not it is a 'myoshu' (exquisite move).

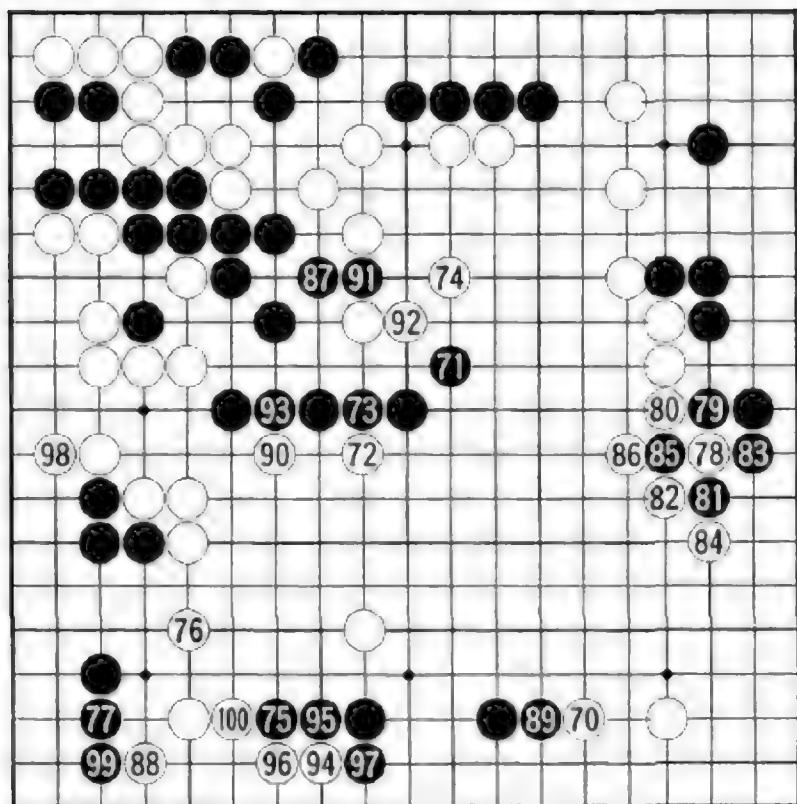


Figure 3 (70 - 100)

Figure 3 (70 - 100)

White 70. White's first extension along the side in this game.

White 78. White is still aiming at making an attack on the centre black group. He is so far behind in territory that this is his last hope.

Black 87. Black is now almost immune to attack.

Figure 4 (101 - 155)

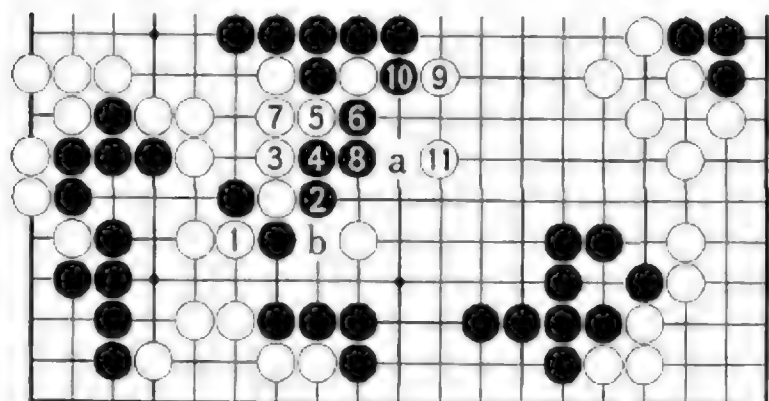
White 48. Necessary to defend against Black 'a'.

White 50. If at 'b', Black plays 'c'. More aggressive than 50 would be White 53 - if Black 50, White plays 51. Perhaps White has lost the will to fight.

White 52. Kitani commented that he would have preferred to cut with 1 in Dia. 8. Black would cut White off from the centre with 2 to 8, but White could counter with 9 and 11. If Black plays 8 at 'a', White attaches at 11, aiming at 'b'.

White 54. Again, White could keep fighting with 54 at 'b'.

White resigns after Black 155.



Dia. 8

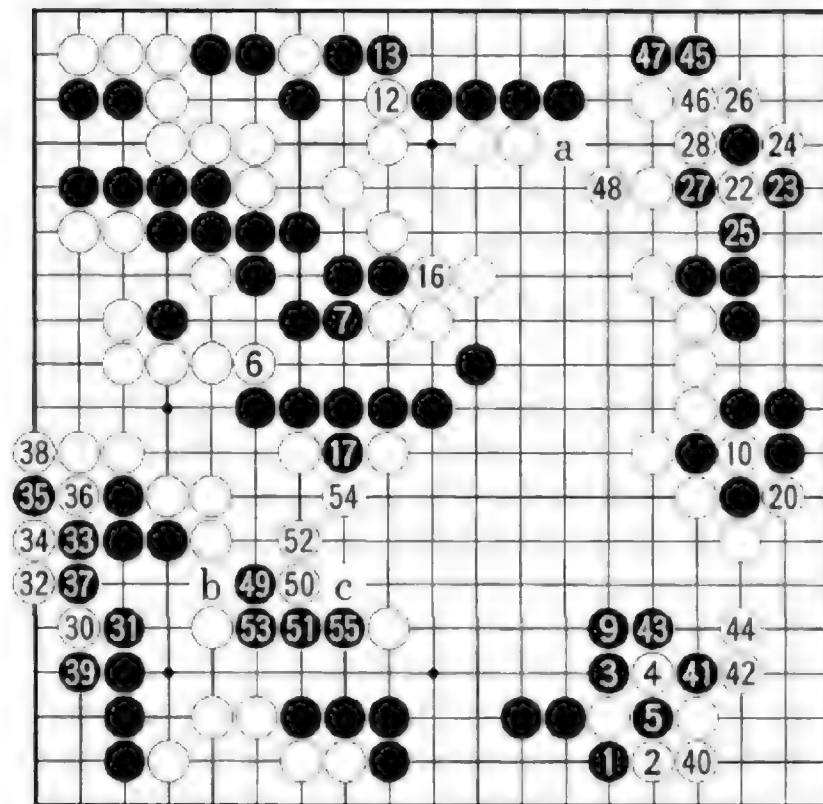
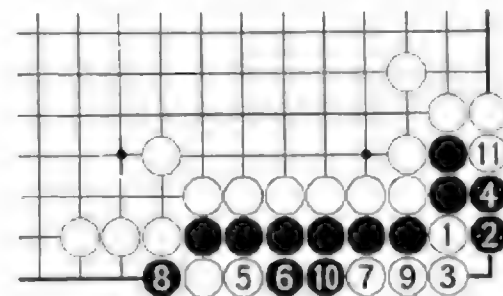


Figure 4 (101 - 155)

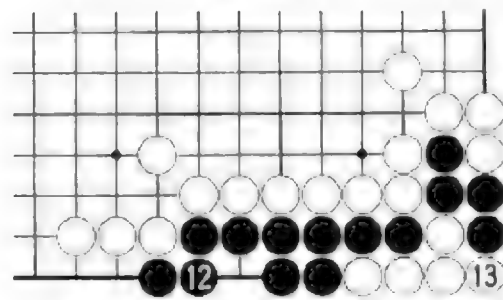
Ko (at 5): 8, 11, 14; ko (at 10): 15, 18; 19: at 5; 21: connects; 29: connects (at 22)

Answer to problem on page 65

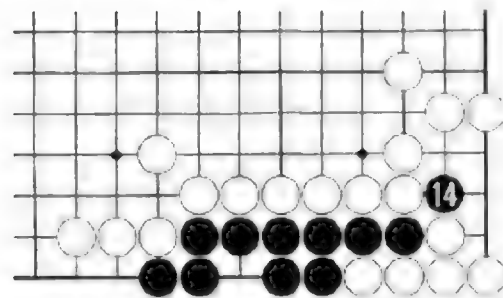
Dia. 1. White cuts at 1 in order to try to kill the corner group. The continuation to 11 is best.



Dia. 1



Dia. 2



Dia. 3

Dia. 2. Making an eye with 12 is the key move. When White captures with 13 -

Dia. 3. Black captures with 14.

Note that if Black plays 12 in Dia. 2 at 13, White kills the whole group by playing two spaces to the left of 13.

Go in China (ii)

John Fairbairn

Kuo Pai-ling, roughly contemporary with Honinbo Sansa (the 1st Honinbo, 1559 – 1623) in Japan, was the most famous player of his time in China. He was a *ta kuo shou*, or *meijin*, and is known too as the author of the classic *Kuan Tzu P'u*.

He was from Wuhsi in the province of Kiangsu, but his birth and death dates are not known. It is believed that *Kuan Tzu P'u* appeared around 1600 and that Kuo died around 1650.

Kuo exemplifies the traditional style of Chinese go in which a constant striving for sente was the undercurrent to an apparently never-ending string of violent attacks, each balancing on a knife edge of fine calculation.

The game below is regarded as one of the best of this style in China. Kuo's opponent Chou Lan-yu was also quite a well-known player, and a collection of his games was published in 1810. Of the twelve games of Kuo's that survive, ten were with Chou.

Comments on the games are based on those of Kuo T'i-sheng and Chu Shih-wei in the Chinese go journal *Wei-ch'i*.

White: Kuo Pai-ling

Black: Chou Lan-yu

257 moves. White wins by $\frac{1}{2}$ point.

Figure 1 (1 – 50)

The sequence from Black 1 to White 12 was a common joseki of the period, though the exchange of Black 9 for White 10 was usually omitted (as it should be here – Black's corner stones in the top left and bottom right negate any influence White can make by playing the hane at 'a').

Players of the Ming era (1368 – 1644) tended to copy the opening style of the Sung dynasties (Northern Sung 960 – 1126 and Southern Sung 1127 – 1279) and Yuan (Mongol) dynasty (1280 – 1368), which meant using the *chin ching lan* and *chen shen t'ou* openings.

The *chin ching lan*, or 'golden well balustrade' (a conventional term for anything ornamental, deriving from an early poem), was the first known joseki and dates from at least the late 10th century. It is shown in Dia. 1.

The *chen shen t'ou* (pressing on the divine head), shown in Dia. 2, is also very early and influenced Go Seigen when he was introducing New Fuseki.

The contact-and-extend joseki of this game was therefore relatively new. But it still epitomizes the Chinese emphasis on sente and severity (the emphasis on sente can be seen in Go Seigen's emphasis on speed in the fuseki).

Black 13 is a good point, leaving space for extensions on either side. White has to invade with

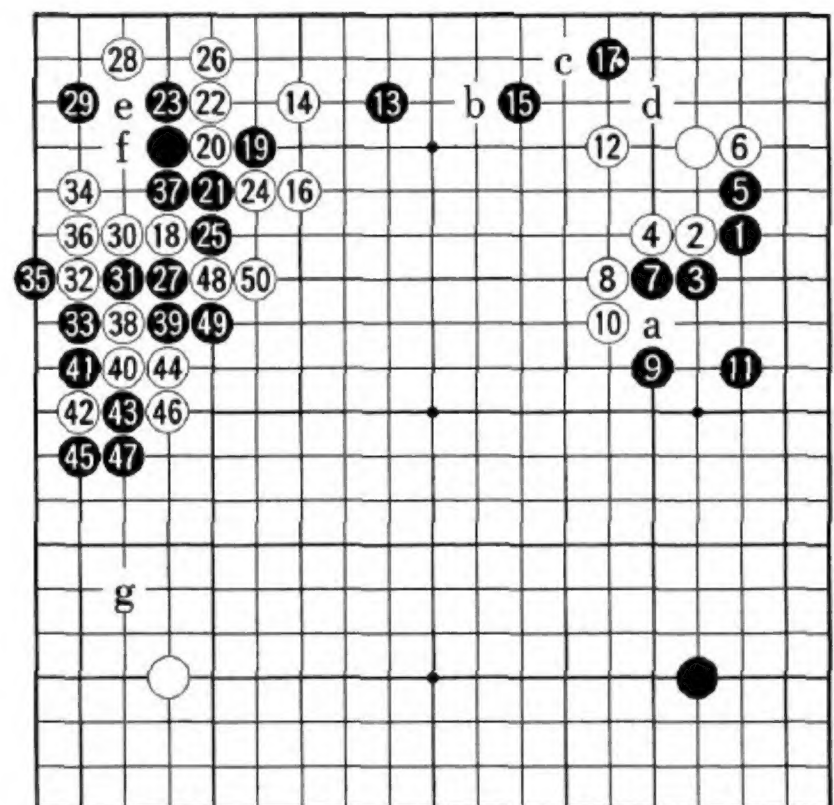
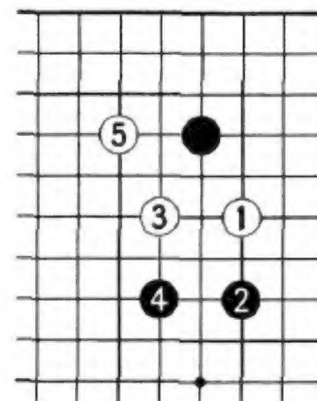
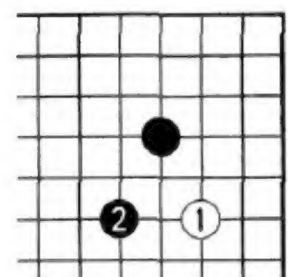


Figure 1 (1 – 50)



Dia. 1



Dia. 2

14, for extending to 'b' would make him over-concentrated, but the invasion is too low. After Black 15, which is forced, White probably has to jump out at 16 to avoid being hemmed in (though a play at 'c', taking territory and undermining Black's two stones, is conceivable). Playing 14 at 19 seems preferable.

Black 17 is slack. It does destroy White's

territory and promises the peep at 'd', but first he should have played a peep at 19. With the order of moves in the figure he suffers White's clever tesuji at 20, which Black has to answer at 21 — he cannot afford to be hemmed in the corner by playing at 22.

Black 25 is good and finely calculated. It is one of the most important moves in the game and typifies the Chinese approach. The analytical ability of the early Chinese players was remarkable, as there is abundant evidence to prove. Since they made a habit of playing quickly and always finished a game on the day it began, the depth and accuracy of their analysis must be admired.

Black 29 seems small. It should be at 30 to subdue White's stone.

Black 37 is a ruinous move. He should connect at 48, which would make 'e' the only move for White. Then Black could play 37, forcing White to defend at 'f' and giving Black sente to play 'g'.

The sequence from White 38 to 52 in Figure 2 is forced, with every move urgent.

Figure 2 (51 – 100)

Black 53 is a probe to gauge White's response before deciding whether to save the corner or to take the outside influence.

White 54 is heavy. He should answer with a hane at 58, treating the four white stones lightly. This hane would stop Black from coming out at 55, so that the five black stones at the top left would no longer be able to escape. But now White 54 runs away with an eyeless group, and Black takes advantage of this to come out at 55, a well-timed move.

Black 65 to 74 is a critical sequence for both sides, but Black 75 is a mistake. It should be the extension at 1 in Dia. 3. The sequence to 5 would follow, with Black destroying White's corner. This would be much better than the result in the game, where White 76, 78 and 80 work perfectly. They cut off one black stone and secure the corner territory, clearly a good result for White.

White 90 is not best. He should extend once more, to 99, so as not to give Black any chance of a ko. White would then be ahead.

Black 99. Bad.

Figure 3 (101 – 147)

Black 1 is bad and the cut at 5 is unnecessary.

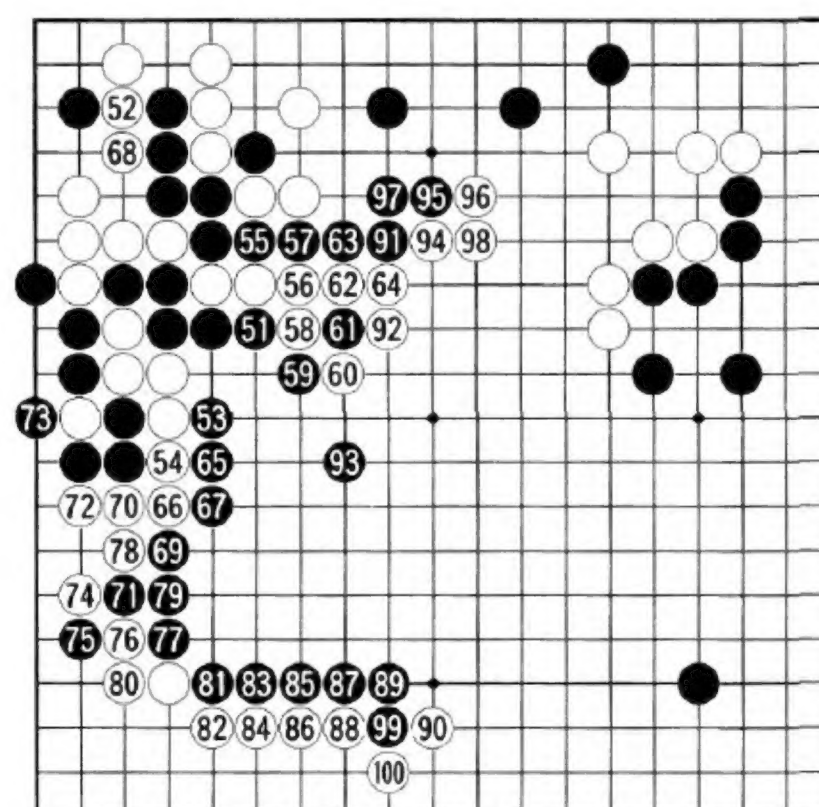
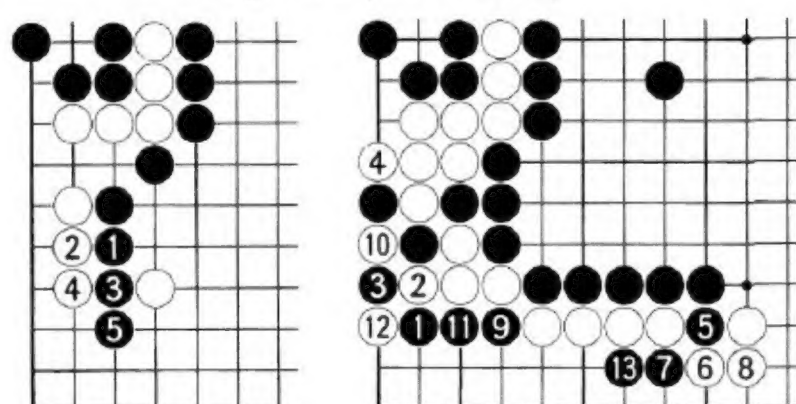


Figure 2 (51 – 100)



Dia. 3

Dia. 4

Black should first exchange 3 for White 4, then threaten at 7, continuing as in Dia. 4. With this order of moves Black's cut at 7 destroys White. In contrast, the figure merely produces a ko.

Black 21 is a silly move, hoping for a swindle, but White 22 is not much better. It should be at

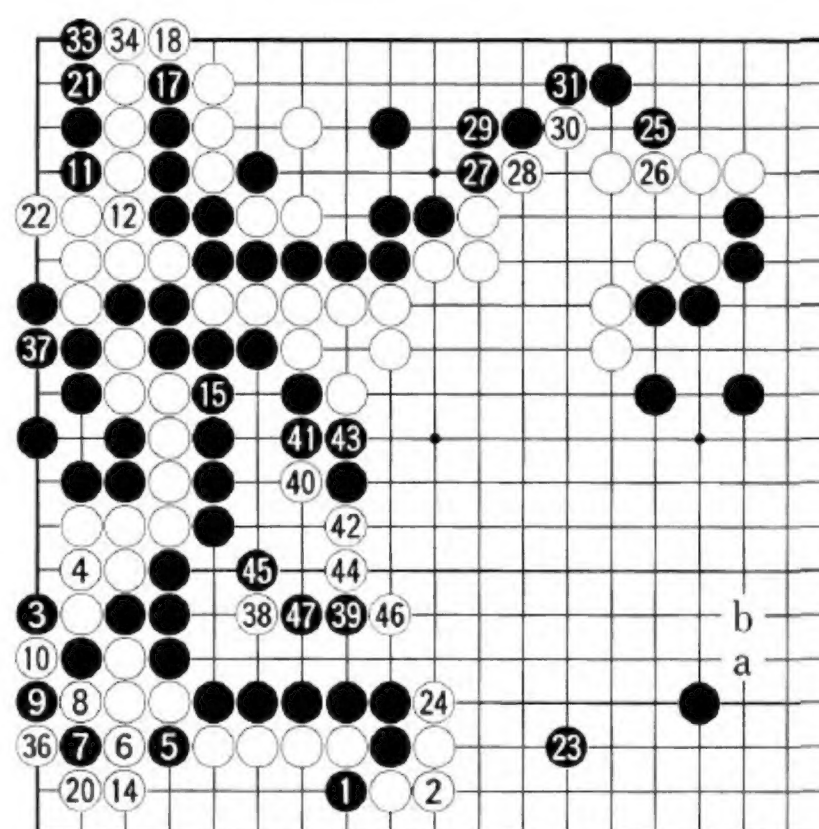


Figure 3 (101 – 147)

Ko: 13, 16, 19, 32, 35

37, after which Black would lose heavily.

Black 37 is small. Far better is a territory-claiming move at 'a'.

White 38 initiates a very skilful sequence but seems unnecessary. White could simply play at 'b' now and destroy Black's side.

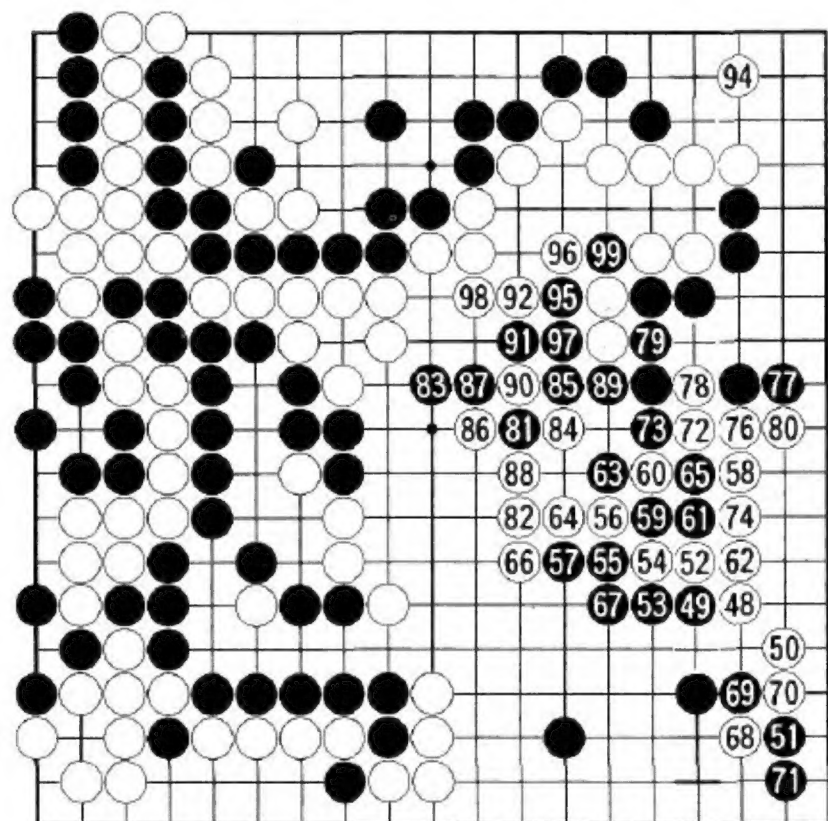


Figure 4 (148 – 200)

75: connects (at 60); 93: ko; 100 below 99

Figure 4 (148 – 200)

White 48 to 80 secure life on the edge and demonstrate how much of a mistake Black 37 in Figure 3 was. In this sequence Black 49 would be better at 69 to defend the corner. Black 57 should be a connection at 67 – having omitted this he has to go back and play it later.

Black 81 signals the start of the endgame.

Figure 5 (201 – 257)

White won by $\frac{1}{2}$ point counting in the Chinese style, but moves after 257 were not recorded.

The *Kuan Tzu P'u* is a very famous book of life and death problems which was first published about 1600 in the Ming era. The author, as mentioned above, was Kuo Pai-ling, but the text we have is that revised and amplified by T'ao Shih-yu in the Ch'ing era 70 years after its first appearance.

It consists of 3 volumes (and is still so sold in Chinese bookshops). Volume I has 540 problems, Volume II has 558, and Volume III has 380, a total of 1478. The original is said to have had 1378. Most of the problems are of

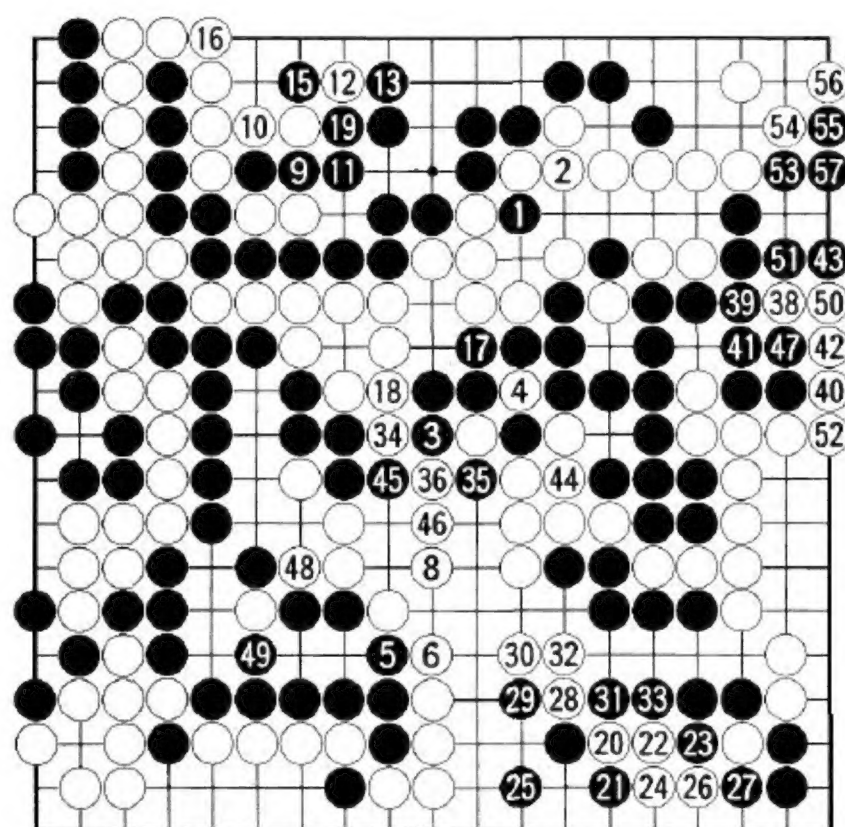


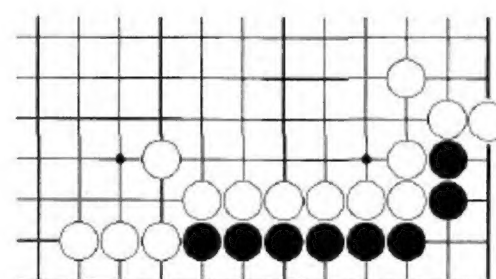
Figure 5 (201 – 257)

Ko: 7, 14; 37: captures two stones

the life and death type, but there are a few endgame positions and tesuji problems.

The Chinese editions follow the usual Chinese practice of printing the problem and the answer on the same diagram. Japanese editions (called 'Kanzu-fu'), including the recent one by Go Seigen, are far more expensive but may be easier to use, as they separate the problem and the answer.

Many of the problems appear in other old (and sometimes older) books. Here is a famous one from Volume I. What is the status of the black group?



White to play

(Answer on page 62)

Editor's note. There are available two Japanese editions of the *Kanzu-fu*. One is a complete commentary by Go Seigen in four volumes (available from the Ishi Press for ¥9,000 for the set); the other is a one-volume selection of 304 problems, with commentary by Hashimoto Utao and Koyama Shizuo (¥3,500). Readers not in a hurry may be interested to know that Power Publications plans to publish a translation of the latter in 1983.

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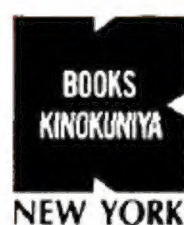
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